



Date 02/18/16

“Horse & Ball”  
1042-247  
Final Board



- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board 02/18/16
- Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Cole Sanchez

Storyboard by  
Somvilay Xayaphone &  
Seo Kim

MAR 03 2016

1042 247

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# ADVENTURE TIME



Page 01

Sc.

Pnl.

Bg.

day night

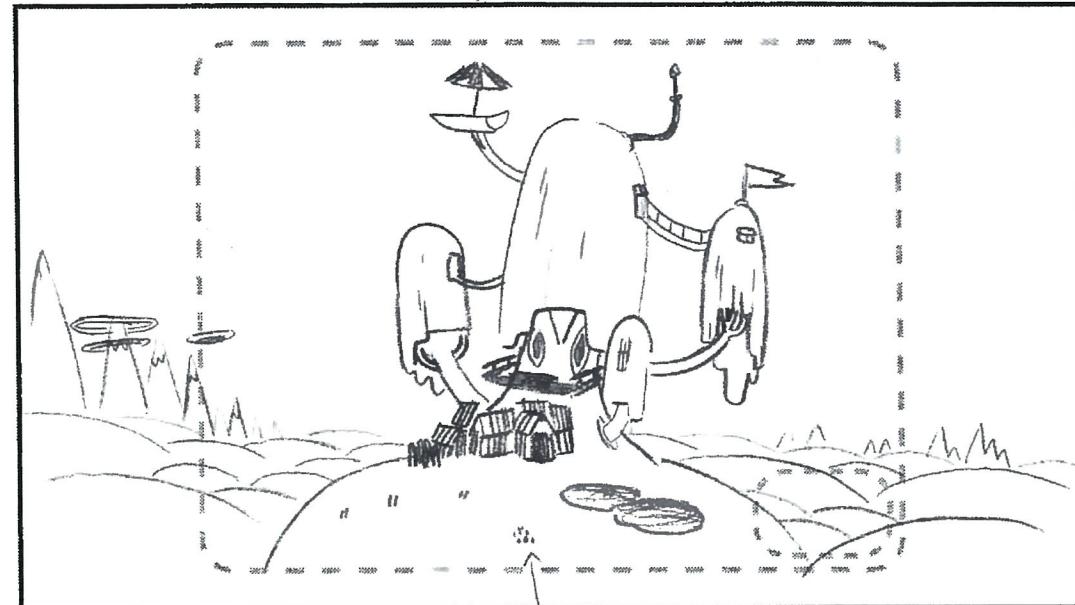
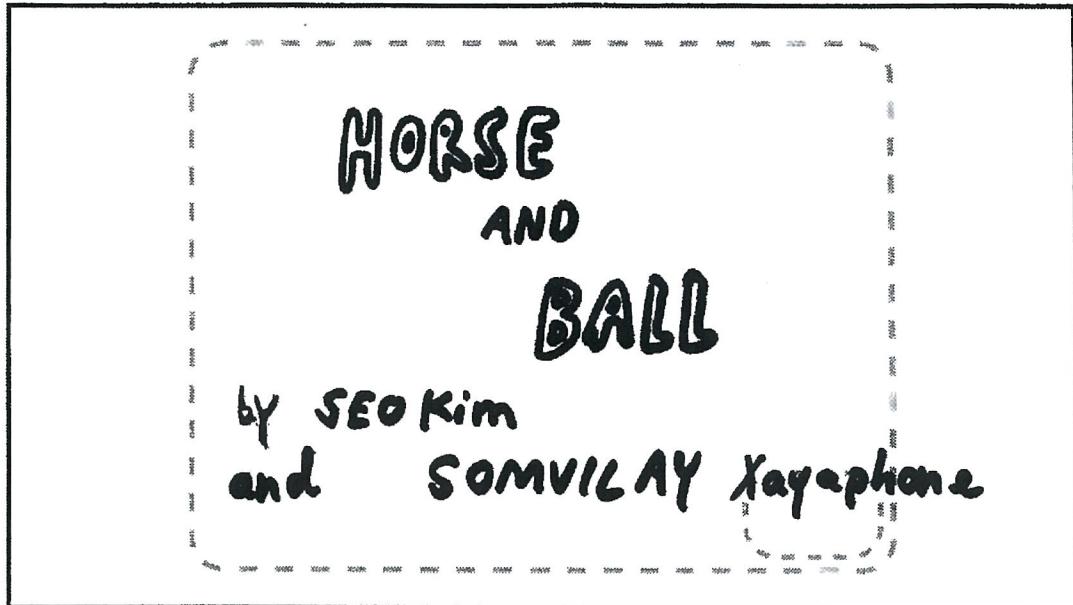
Sc. 01

Pnl.

A

Bg.

day night



Dialog:

Action:

- GRAY MORNING
- TREEHOUSE EXT.

MAR 03 2016

Timing:

Production:

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# ADVENTURE TIME



Page 02

Sc. 01 const Pnl. B

Bg.

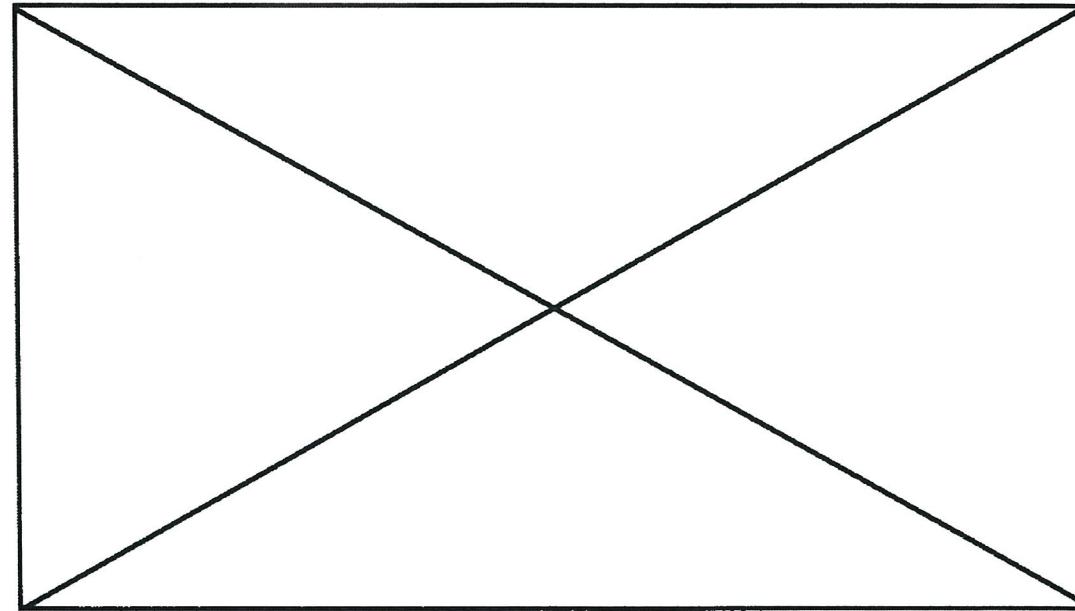
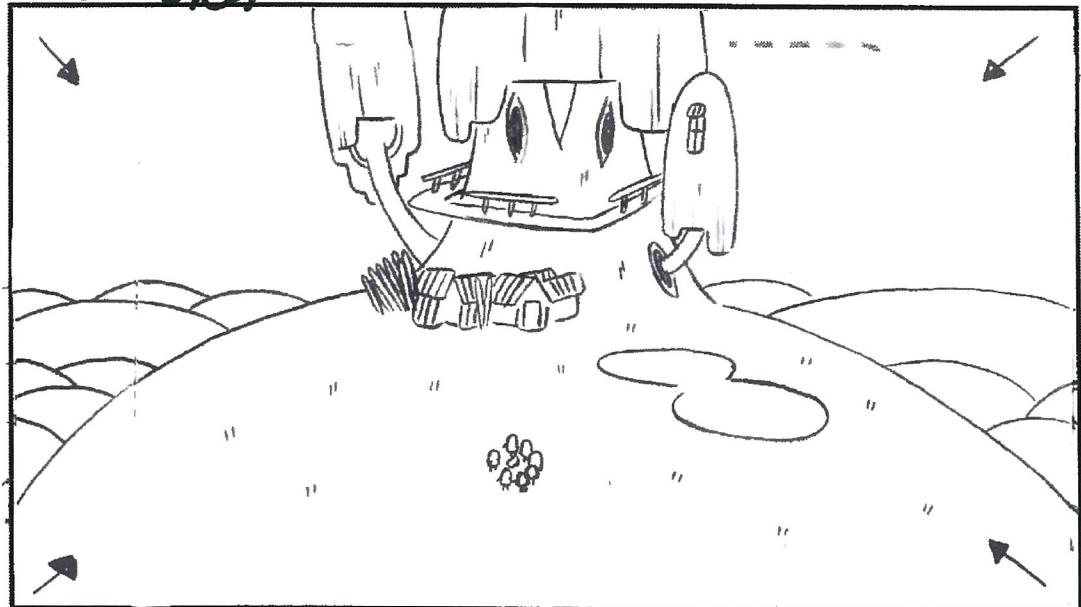
day night

Sc.

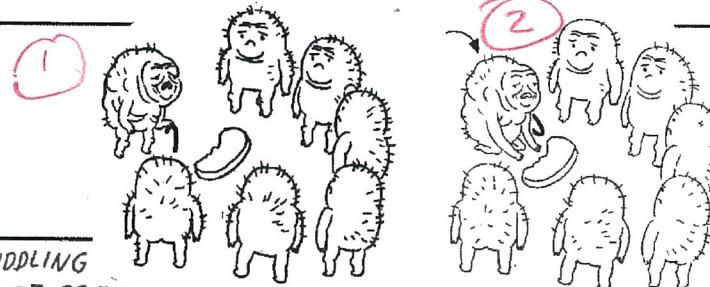
Pnl.

Bg.

day night



Dialog:



Action: - SEVEN MOLE PEOPLE HUDDLING  
AROUND HALF A CRUST OF BREAD.  
- THE ELDEST KNEELS DOWN IN  
FRONT OF BREAD.

- TRUCK IN

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

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1042 247

# ADVENTURE TIME



Page 03

Sc. 02

Pnl. A

Bg.

day night

Sc. 02 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Elderolio breaks bread  
into 2 pieces

MAR 03 2016

Production:

EPISODE # LU42-247

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# ADVENTURE TIME



Page 04

Sc. 03

Pnl. A

Bg.

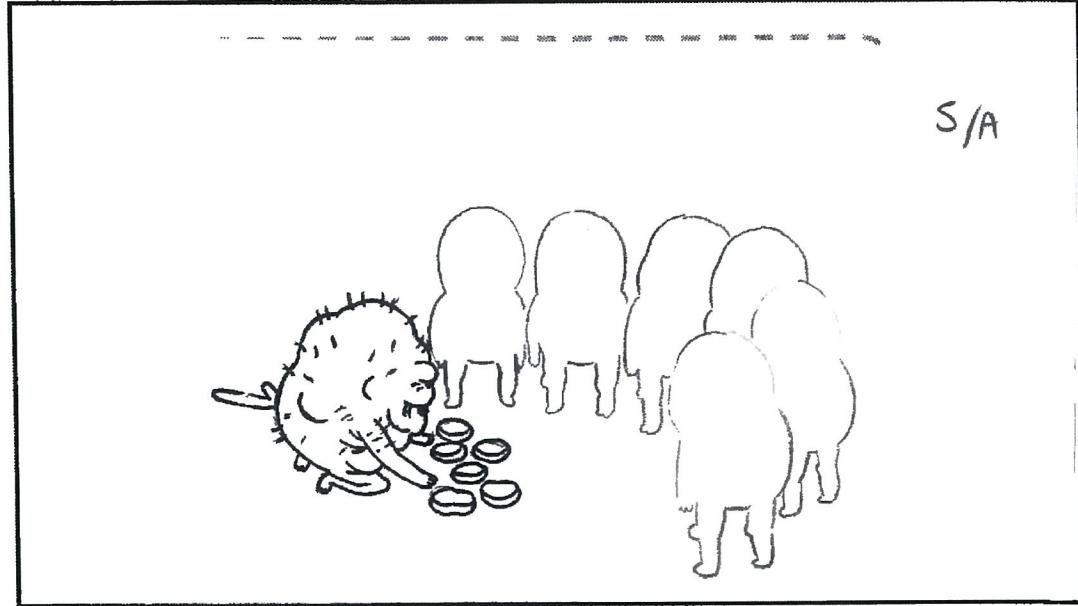
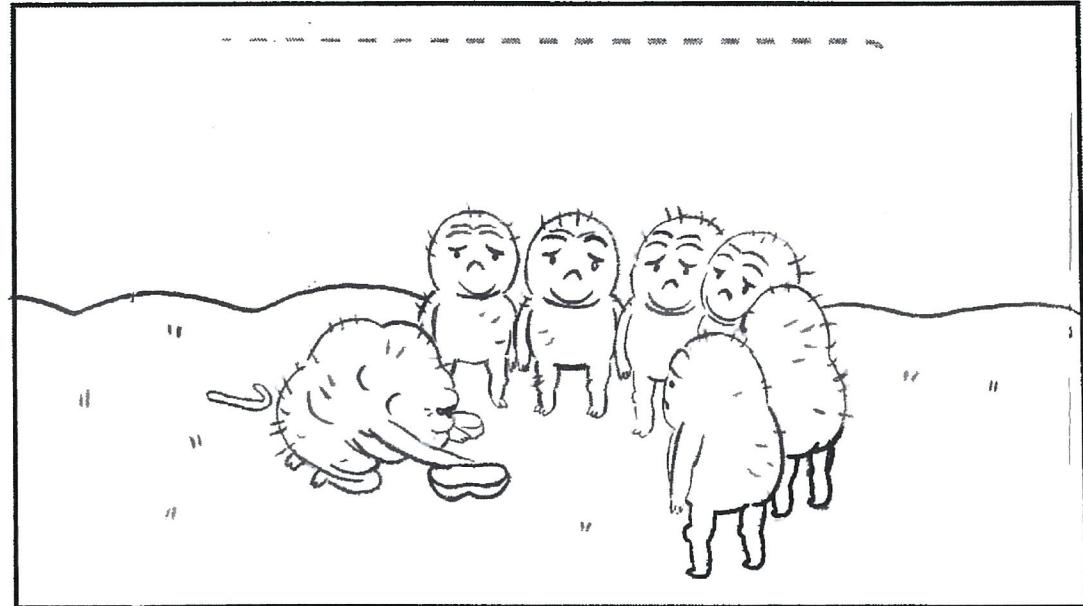
day night

Sc. 03

cont Pnl. B

Bg.

day night



Dialog:

- ELDEROLIO FINISHED WITH ONLY  
SIX PILES OF CRUMBS.

Action:



Timing:

MAR 03 2016

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# ADVENTURE TIME



Sc. 03 cony

Pnl. C

Bg.

day night

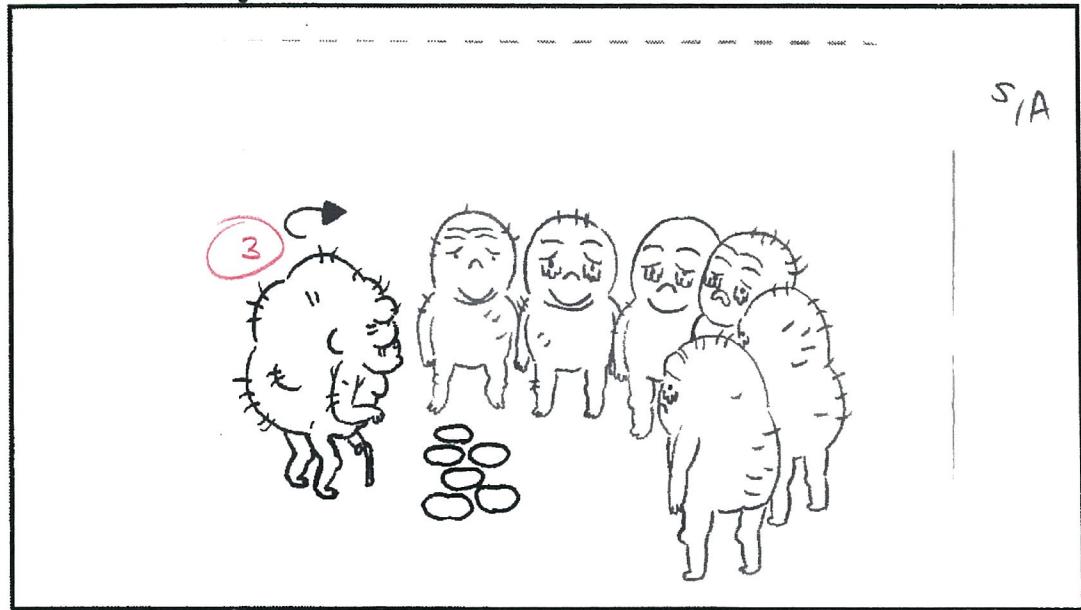
Sc. 04

Pnl. A

Bg.

day night

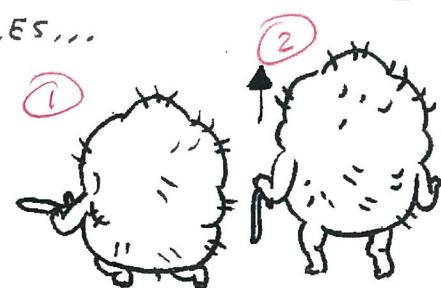
Page 05



Dialog: MOLG: ELDEROLIO, WHY ARE THERE  
PERSON: ONLY SIX CRUMB PILES...

ELDEROLIO PICKS UP CANE.

Action: - OTHER MOLES LOOK TO  
 ELDEROLIO WITH TEARS  
 WELLING UP IN THEIR  
 EYES.



ELDEROLIO: MOLE CHILDREN, SOON  
 MY BODY WILL EXPLODE  
 FROM EXHAUSTION...

MAR 03 2016 ①



Timing:

Production:

EPISODE # 1042-247

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# ADVENTURE TIME



Page 06

Sc. 05

Pnl. A

Bg.

day night

Sc.

Sc. 05 cont Pnl. B

Bg.

day night



Dialog:

E: I NO LONGER NEED CRUMBS.

E: PLEASE PLACE MY BITS IN TREES WHERE THEY WILL BE RECLAIMED BY NATURE.

Action:



MAR 03 2016

Timing:

Production:

1042 247

1042 247

# ADVENTURE TIME



Page 07

Sc. 05 cont Pnl. C

Bg.

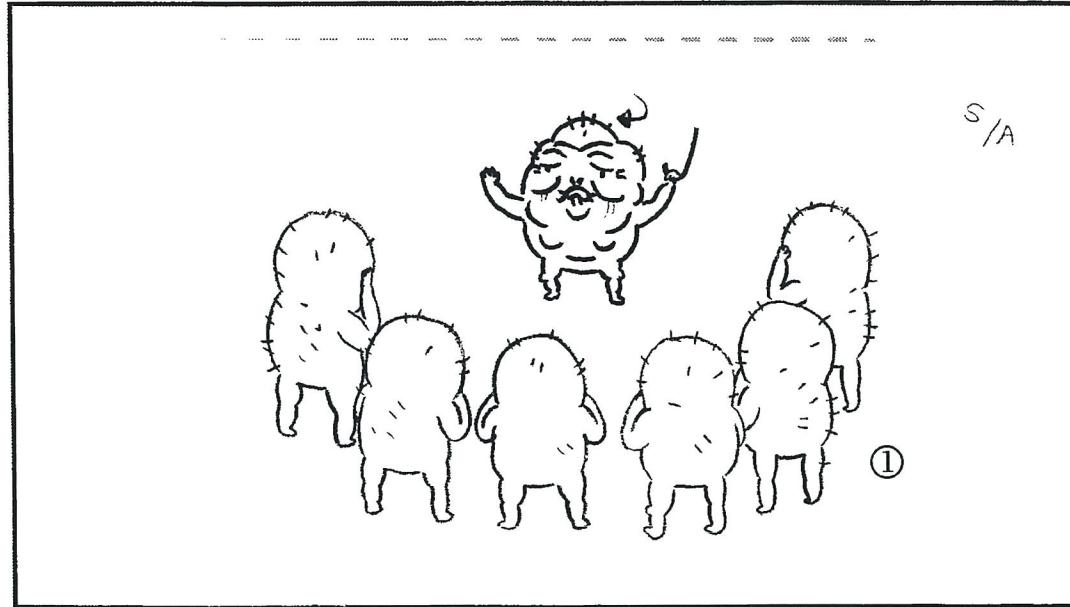
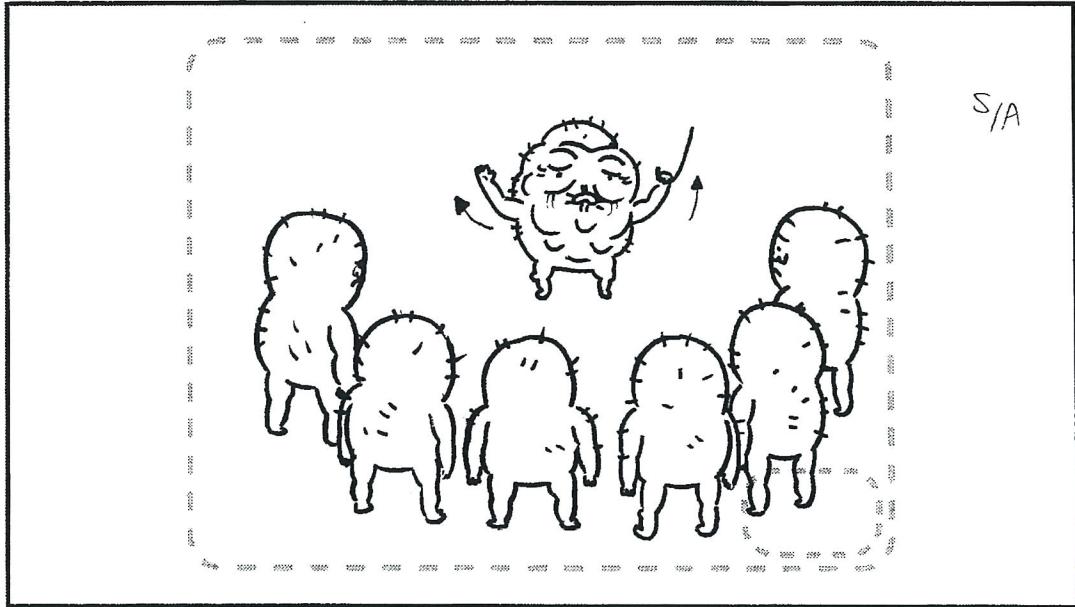
day night

Sc.

05 cont Pnl. D

Bg.

day night



Dialog:

E/ Remember-

E: I LOVE YOU ALL ...

MOLE  
PEOPLE: [ CRYING ]

Action:

MOLE CHILDREN START CRYING HARDER.

MAR 03 2016

Timing:



Production:

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# ADVENTURE TIME



Page 08

Sc. 5 cont Pnl. E

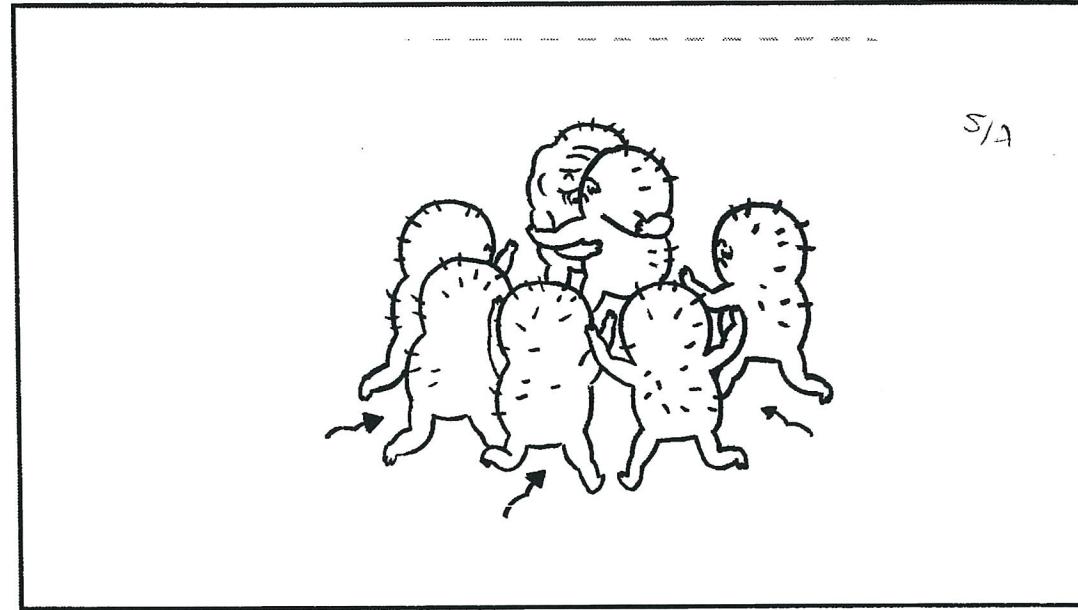
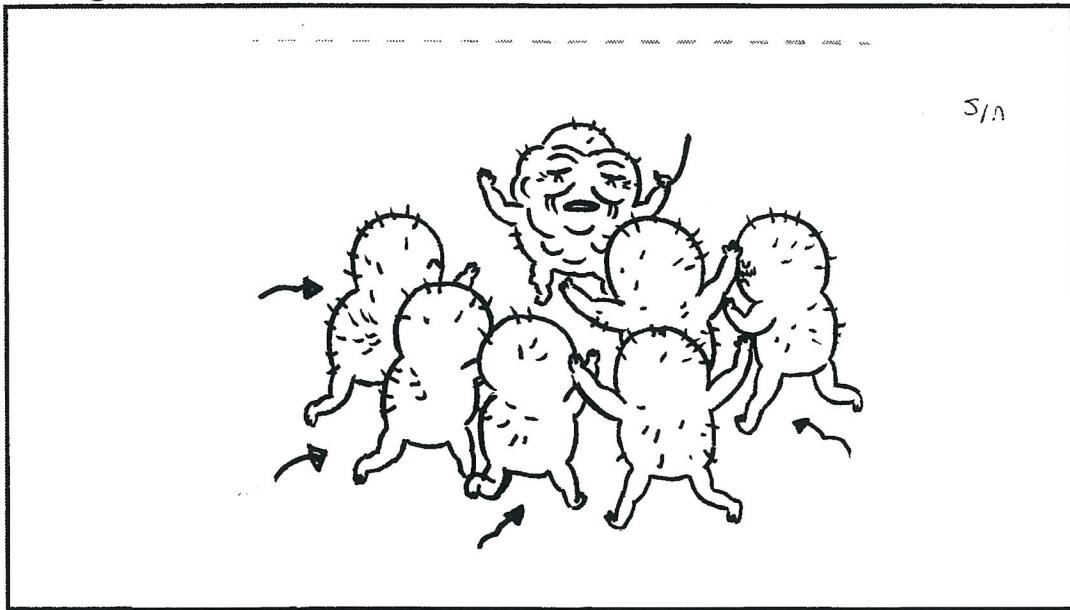
Bg.

day night

Sc. 5 cont Pnl. F

Bg.

day night



**Dialog:**

(WEEPING)

MP: ELDEROLIO!

**Action:**

- MORE CHILDREN RUN TOWARDS ELDEROLIO,

MAR 03 2016

**Timing:**

**Production:**

1042 247

# ADVENTURE TIME



Page 09

Sc. 06

Pnl. A

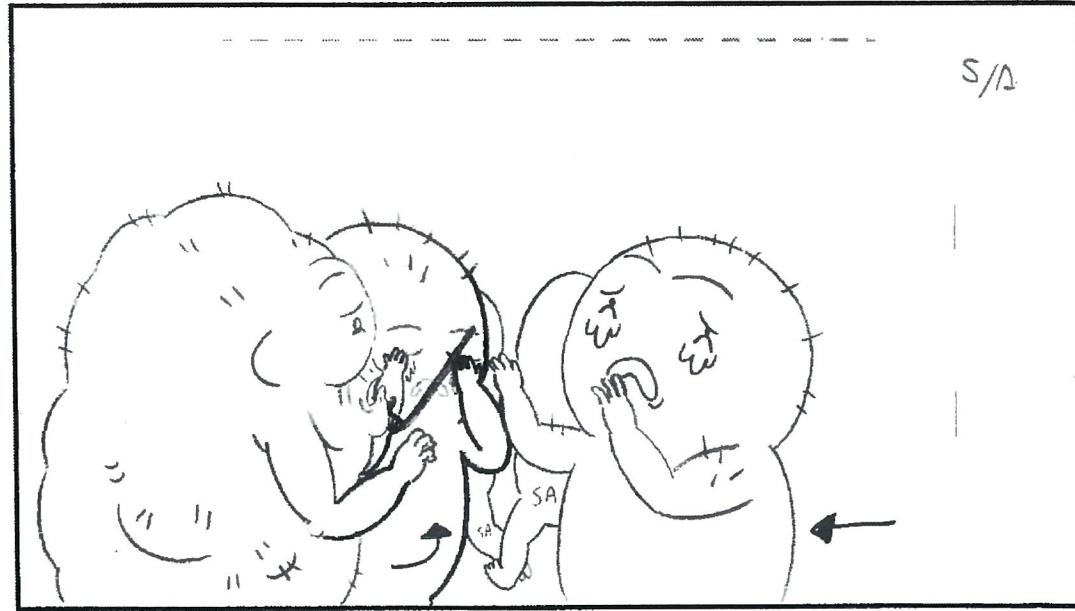
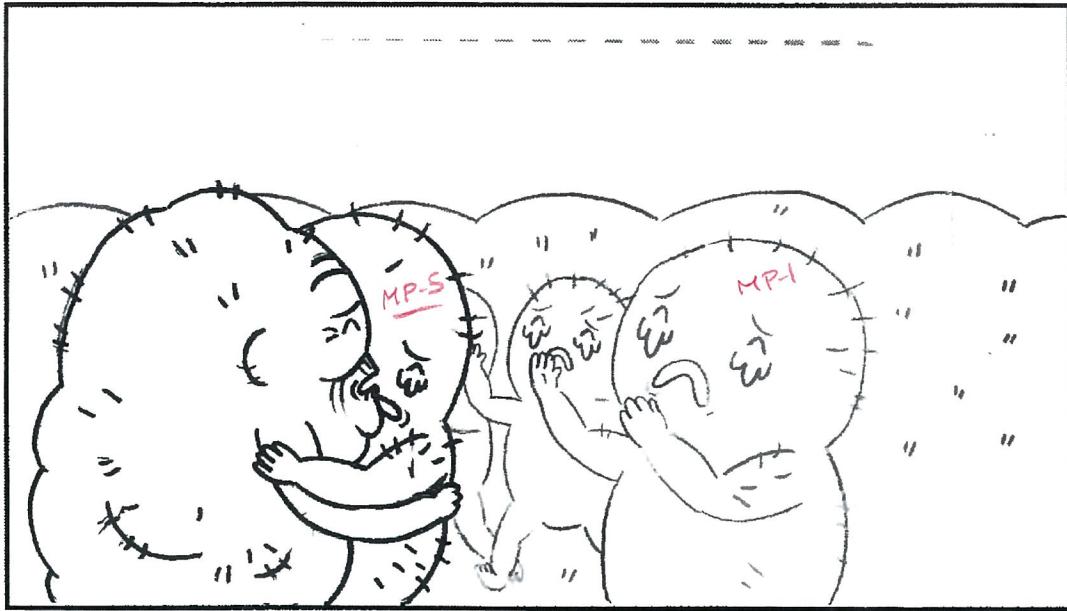
Bg.

day night

Sc. 06 cont Pnl. B

Bg.

day night



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Dialog:  
E: YES. CRY AND HUG me.

Action:

MAR 03 2016

Timing:

Production:

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# ADVENTURE TIME



Page 10

Sc. 06 cont Pnl. C

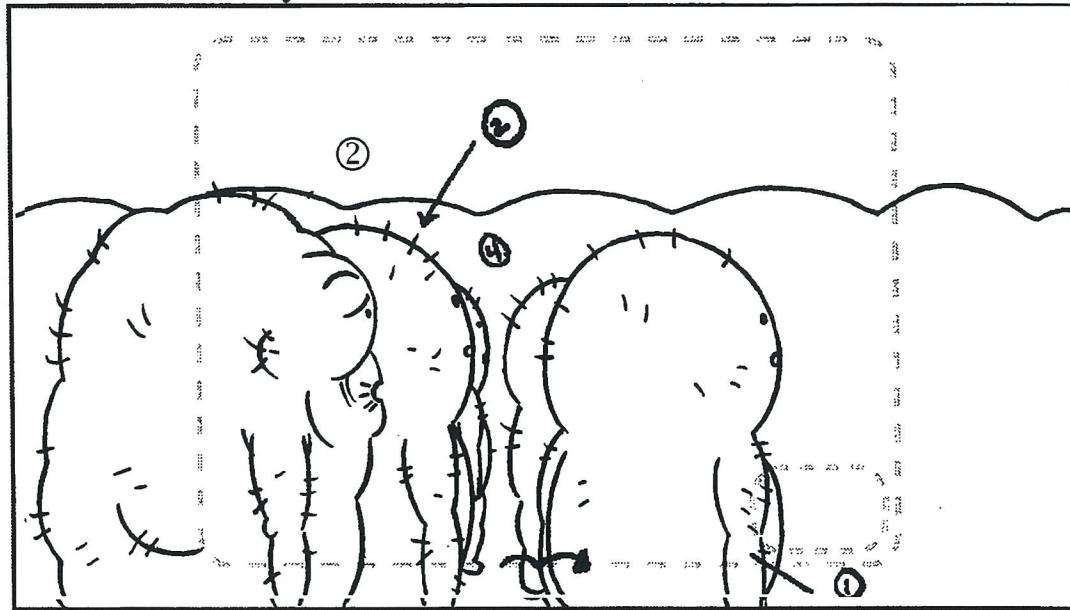
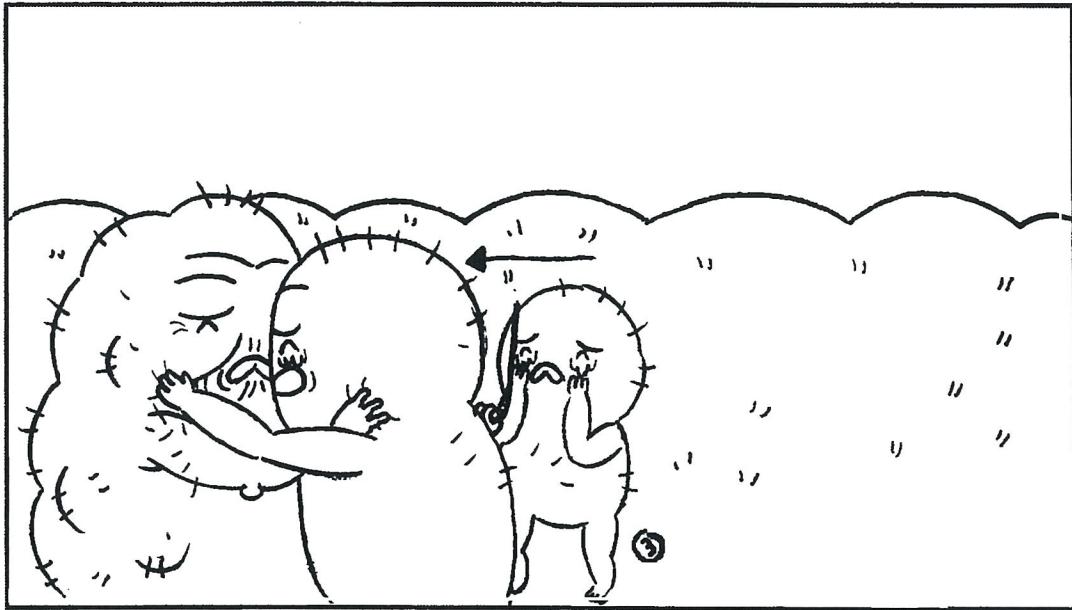
Bg.

day night

Sc. 06 cont Pnl. D

Bg.

day night

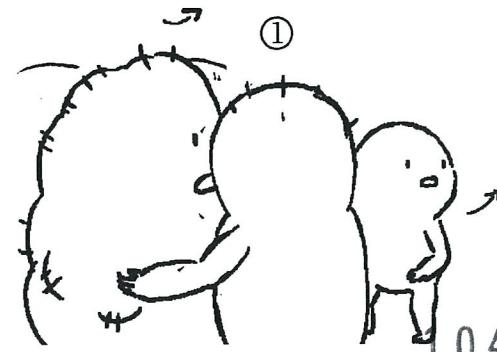


Dialog:  
JAMES. (EXTREMELY DISTANT) JAMES  
BAXTER  
BAAXTER...

MAR 03 2016

Action:

- MOLE PEOPLE LOOK TOWARDS THE HORIZON



Timing:

Production:

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# ADVENTURE TIME



Page 11

Sc. 07

Pnl. A

Bg.

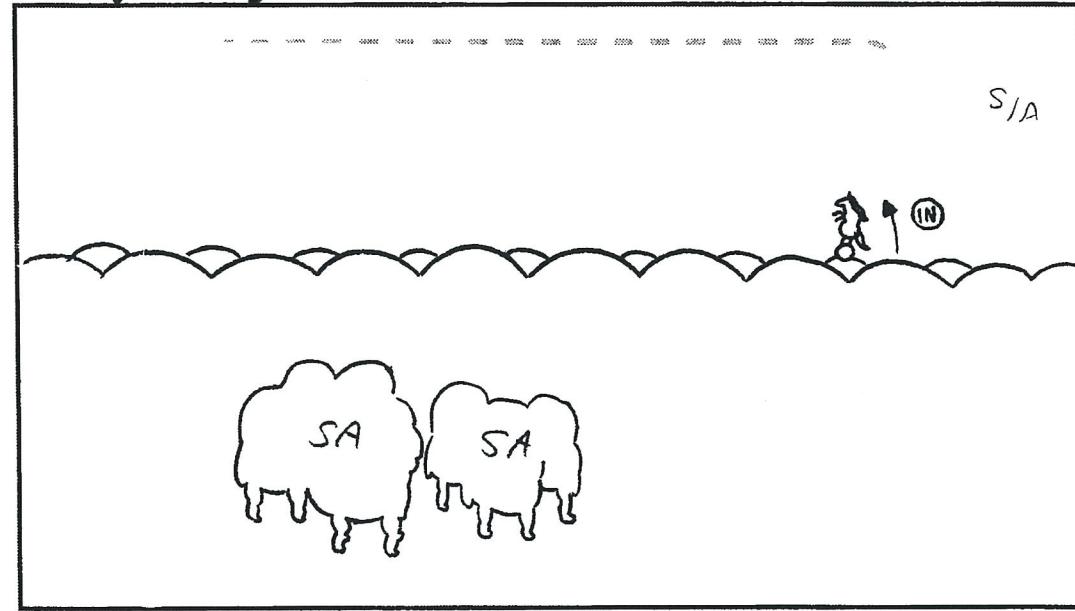
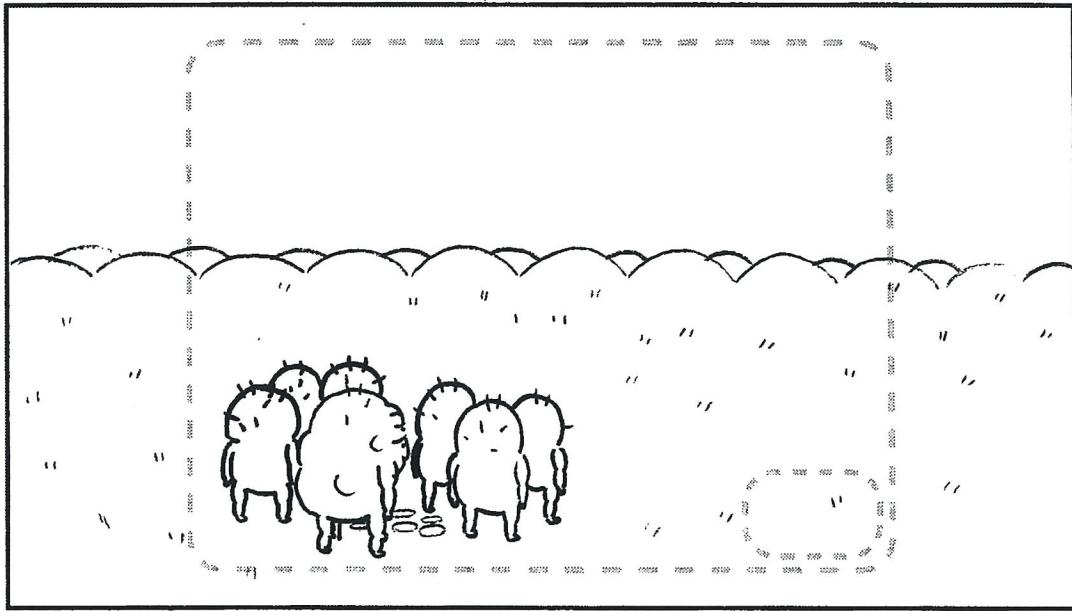
day night

Sc. 07 cont

Pnl. B

Bg.

day night



Dialog: JB: (DISTANT) JAMES BAAAXTER.

Action: - MOLES HEAR THE SOUND OF JB APPROACHING OVER THE HILL

- JB ROLLS UP A HILL INTO VIEW.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

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# ADVENTURE TIME



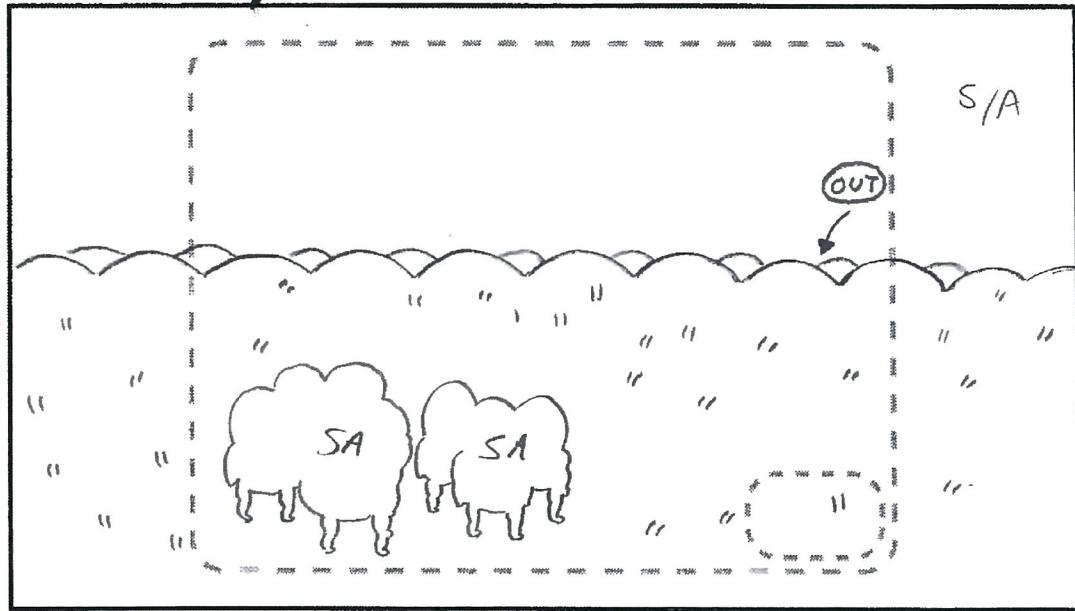
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Sc. 07 *cont*

Pnl. C

Bg.

day night

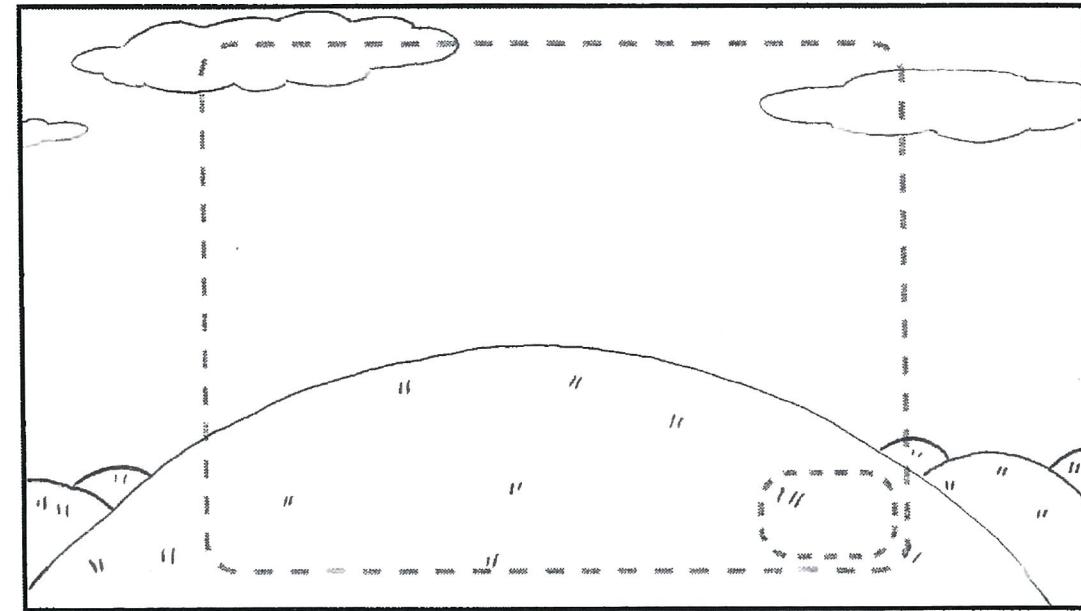


Sc. 08

Pnl. A

Bg.

day night



Page 12

EPISODE # 1042-247

Production:

MAR 03 2016

Dialog:

Action:

- JB ROLLS DOWN THE HILL,  
DISAPPEARING BEHIND ANOTHER HILL.

Timing:

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# ADVENTURE TIME



Page 13

Sc. 08 cont Pnl. B

Bg.

day night

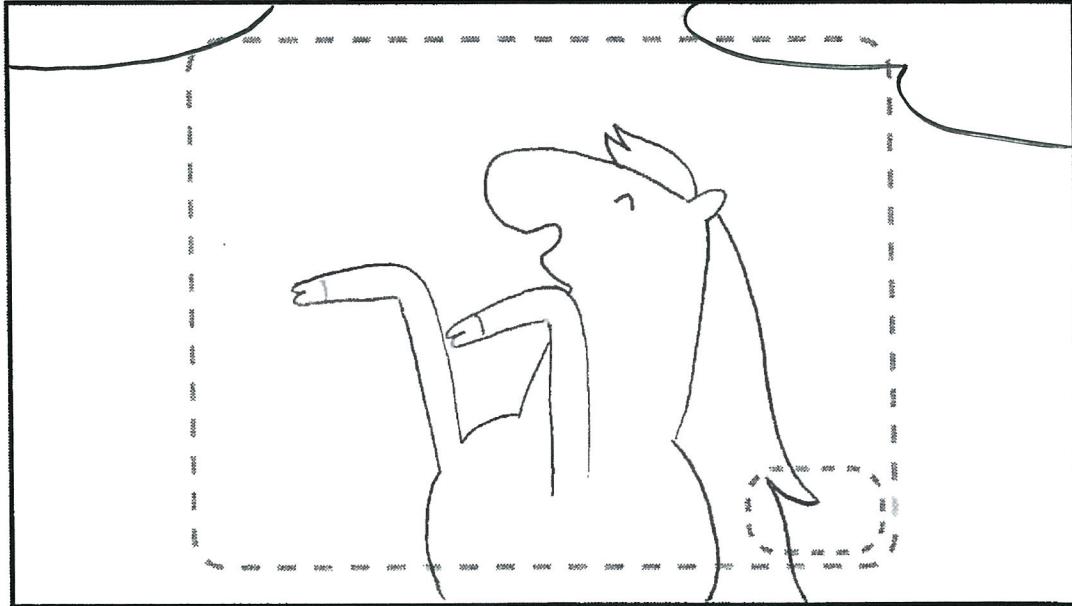
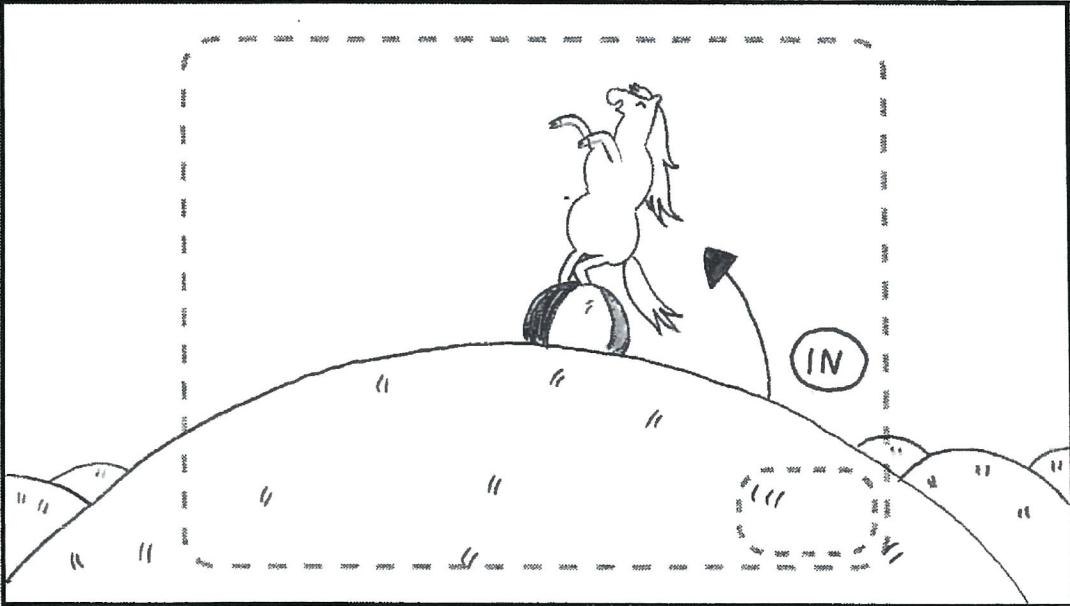
Sc.

09

Pnl. A

Bg.

day night



**Dialog:**

JB: JAAA MMMEESSS  
BAAXX TERRRR !!!

**Action:**

- JB ROLLS BALL INTO VIEW:

(REUSE ANIM. FROM 'JAMES BAXTER THE HORSE')

MAR 03 2016

**Timing:**

Production:

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# ADVENTURE TIME



Page 14

Sc. 9 *cont*

Pnl. B

Bg.

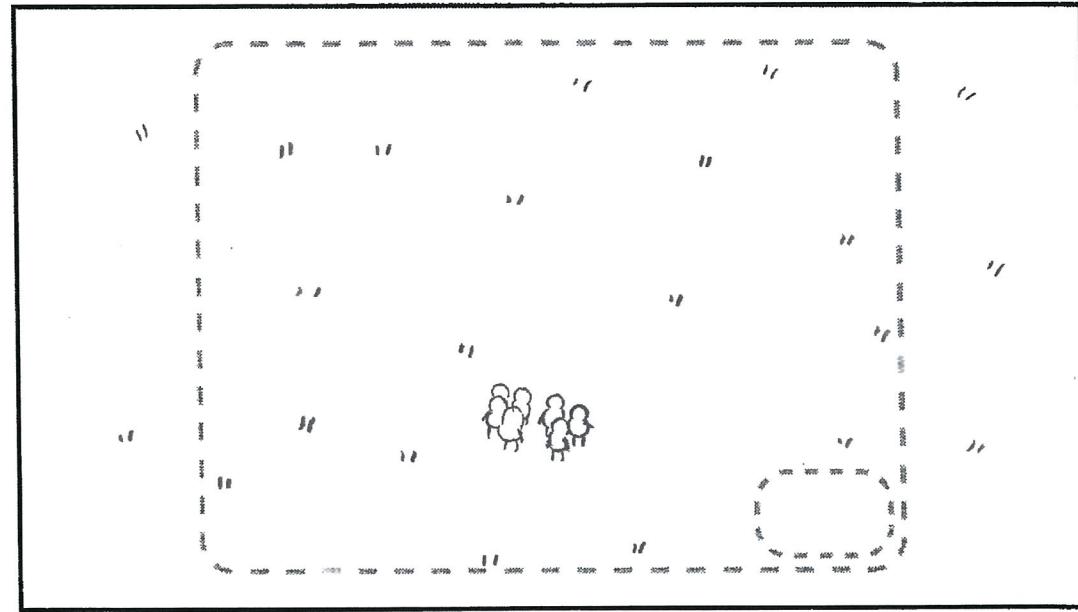
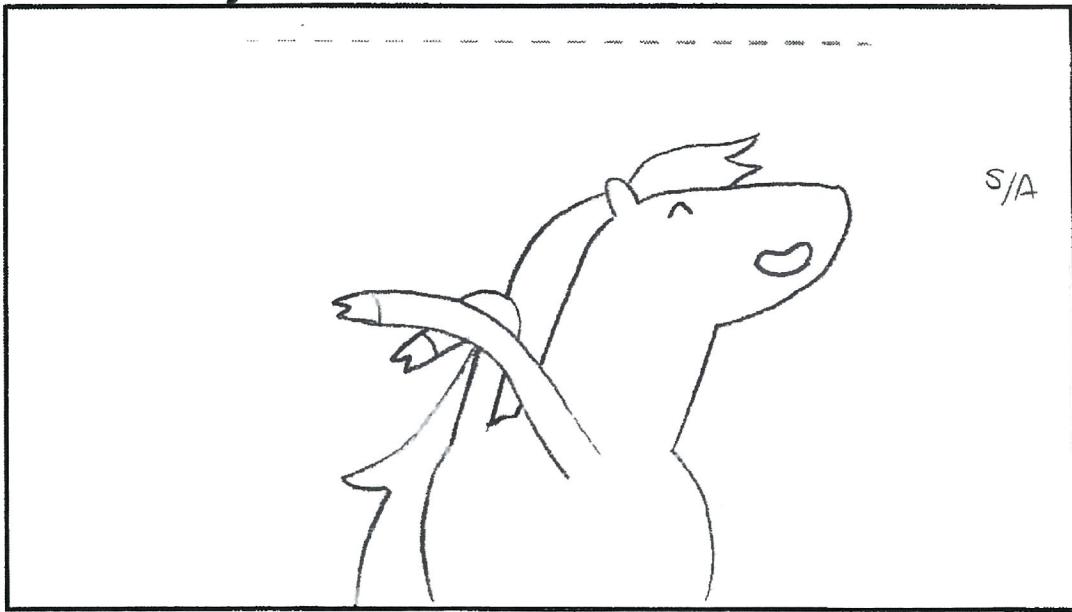
day night

Sc. 10

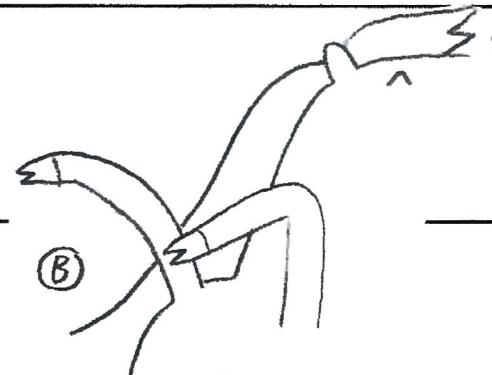
Pnl. A

Bg.

day night



Dialog:



MAR 03 2016

Action: BICYCLE PEDALING  
WITH ARMS.

Timing:

Production:

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# ADVENTURE TIME



Page 15

Sc. (0) *cont* Pnl. B

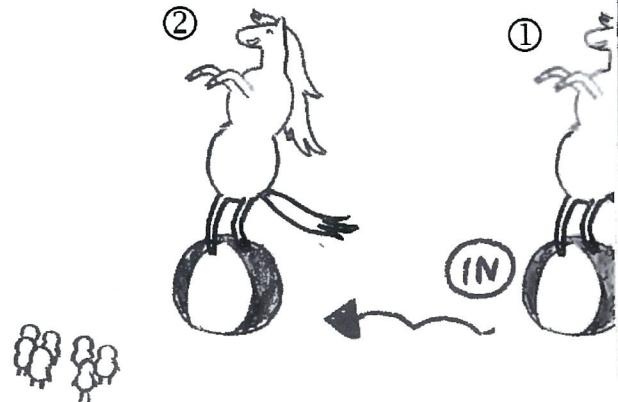
Bg.

day night

Sc. 10 *cont* Pnl. C

Bg.

day night



Dialog:

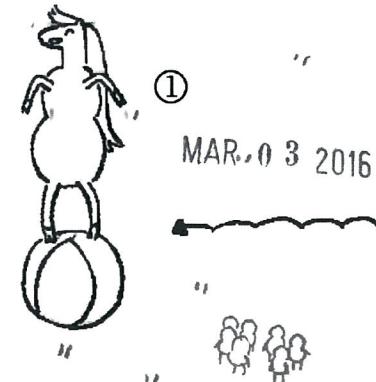
Action:

- JB ROLLS ON/S

(RE-USE ANIM. FROM 'JAMES BAXTER THE HORSE')

- MOLES WATCH JB  
CIRCLE THEM.

Timing:



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Production:

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# ADVENTURE TIME



Page 16

Sc. 11

Pnl. A

Bg.

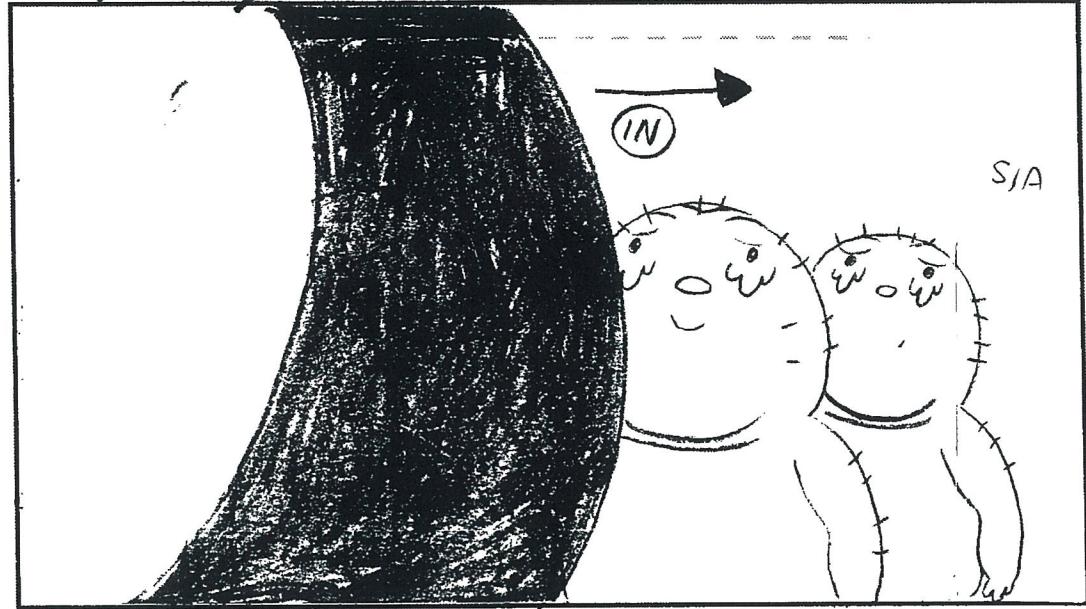
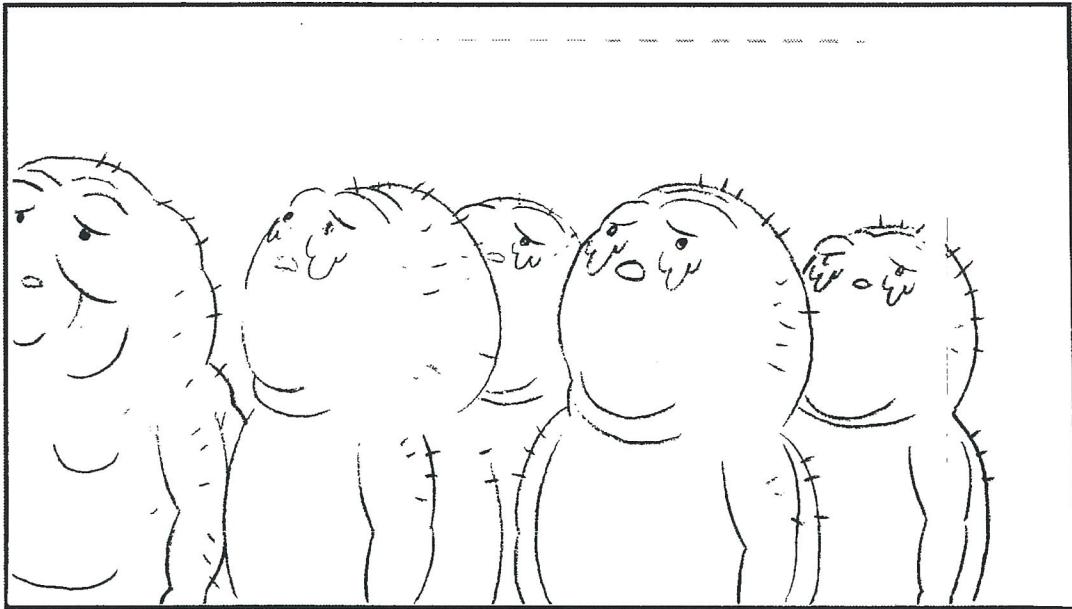
day night

Sc. 11 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- BALL ROLLS ON'S IN FOREGROUND

MAR 03 2016

Timing:

Production:

1042 247

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# ADVENTURE TIME



Page 17

Sc. 11 cont

Pnl. C

Bg.

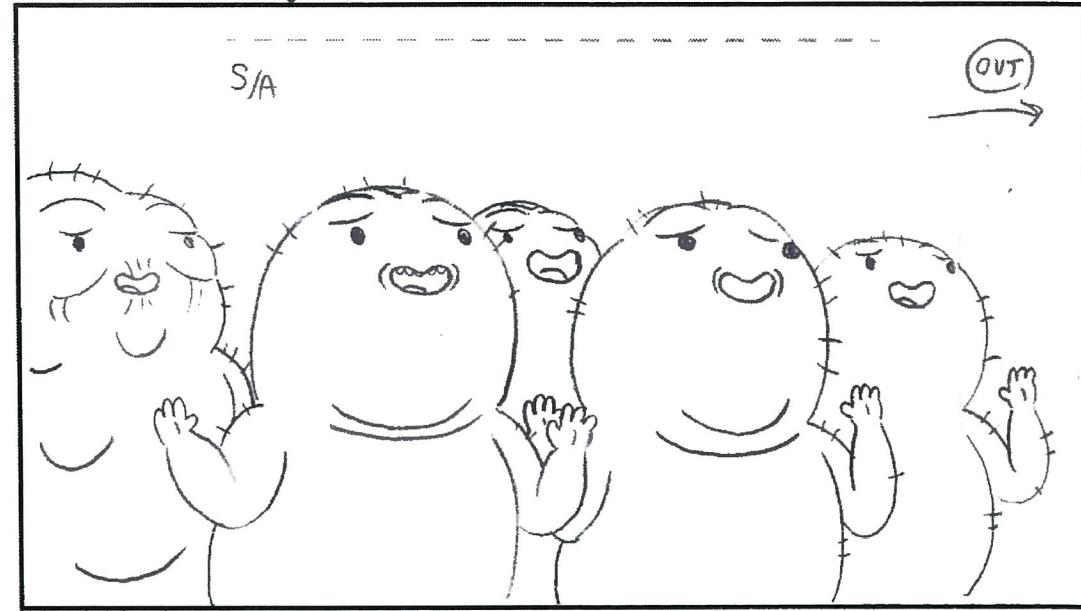
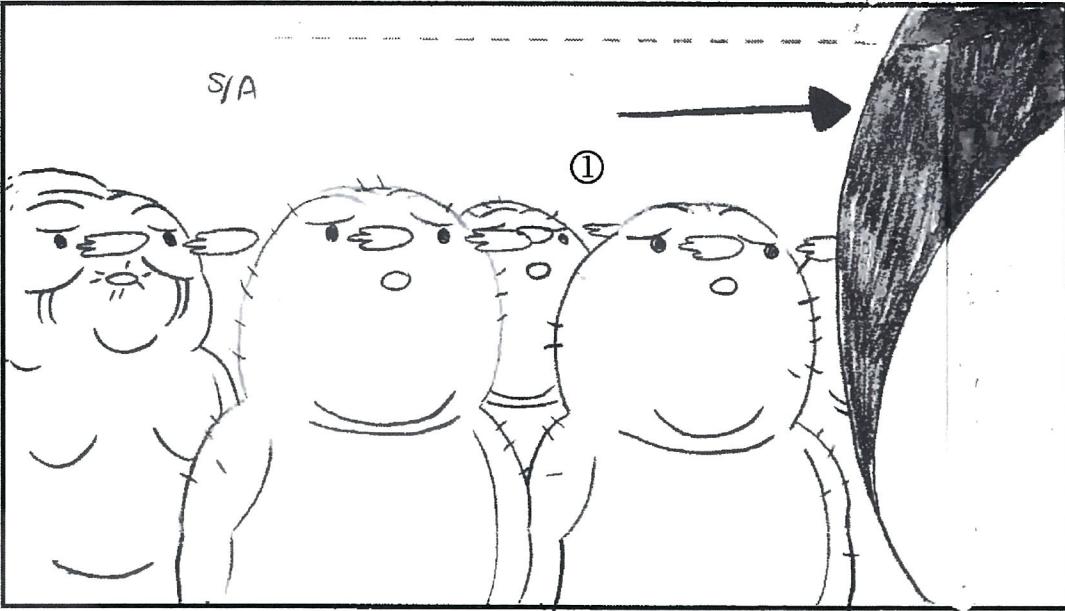
day night

Sc. 11 cont

Pnl. D

Bg.

day night



Dialog:

SPX: \* BOOM \*

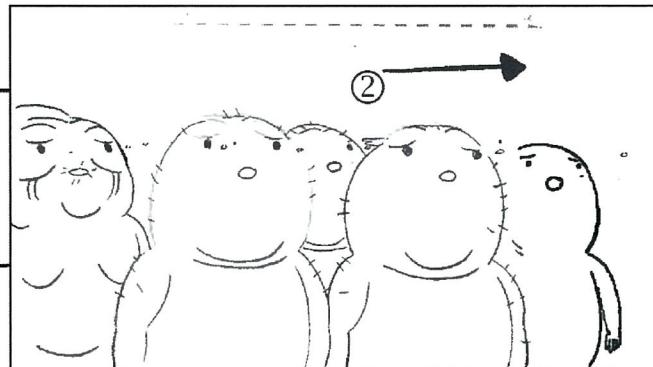
MOLE PEOPLE: HA HA HA HA

Action: - MOLE PEOPLE TEARS ARE BLOWN  
OFF THEIR FACES.

- BALL ROLLS OFF/S.

MAR 03 2016

Timing:



Production:

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# ADVENTURE TIME



Page 18

Sc. 12

Pnl. A

Bg.

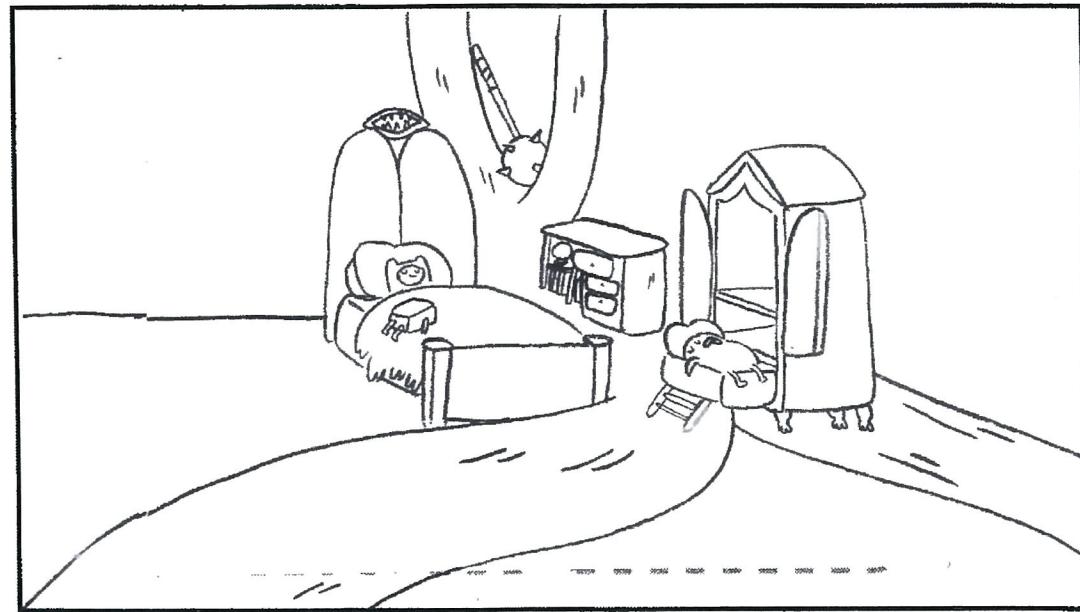
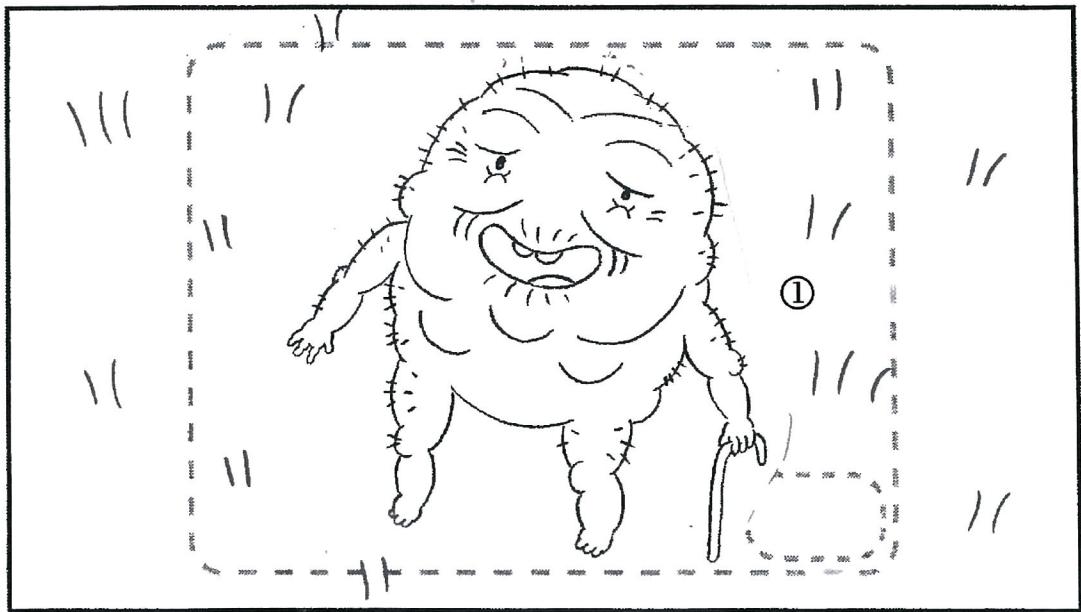
day night

Sc. 13

Pnl. A

Bg.

day night

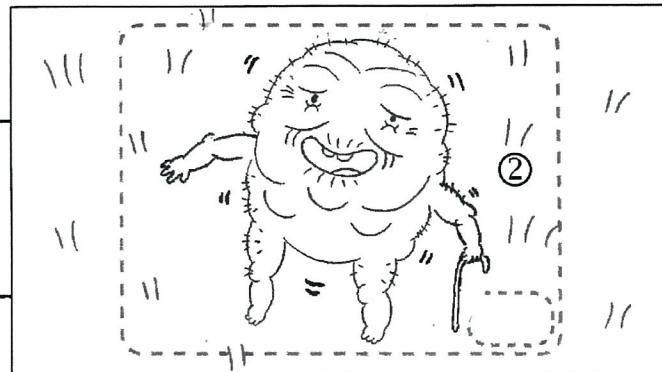


Dialog:

ELDEROLIO: [LAUGHING]

JB: (0/s) JAAAMMEESSS BAXXTER

Action: - ELDEROLIO SMILING AND LAUGHING.



- FINN, JAKE AND BMO SLEEPING.

MAR 03 2016

Timing:

Production:

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# ADVENTURE TIME

Sc. 13 *cont*

Pnl. B

Bg.



day night

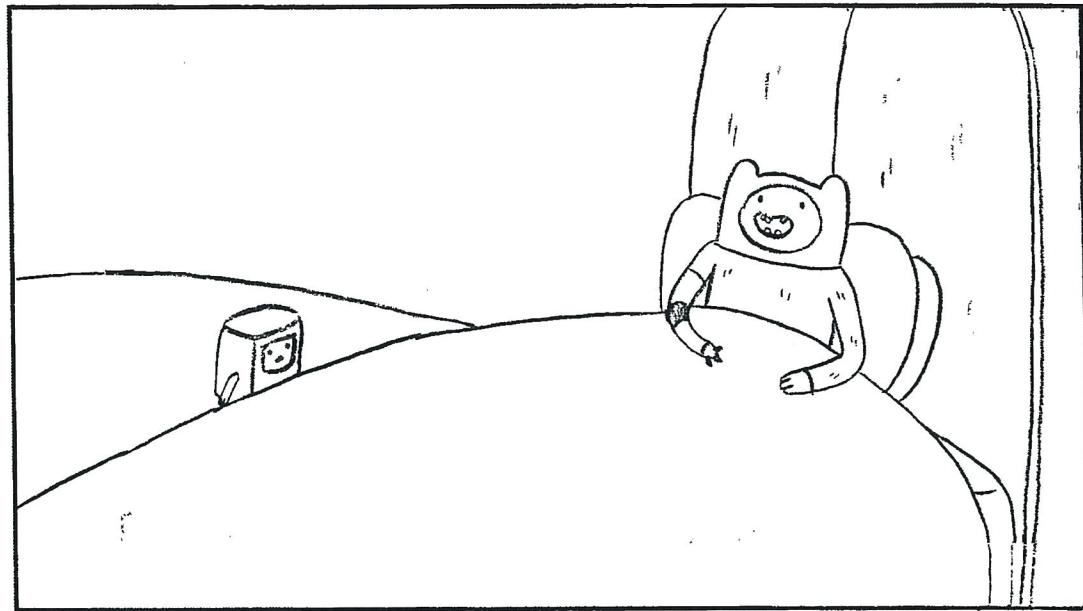
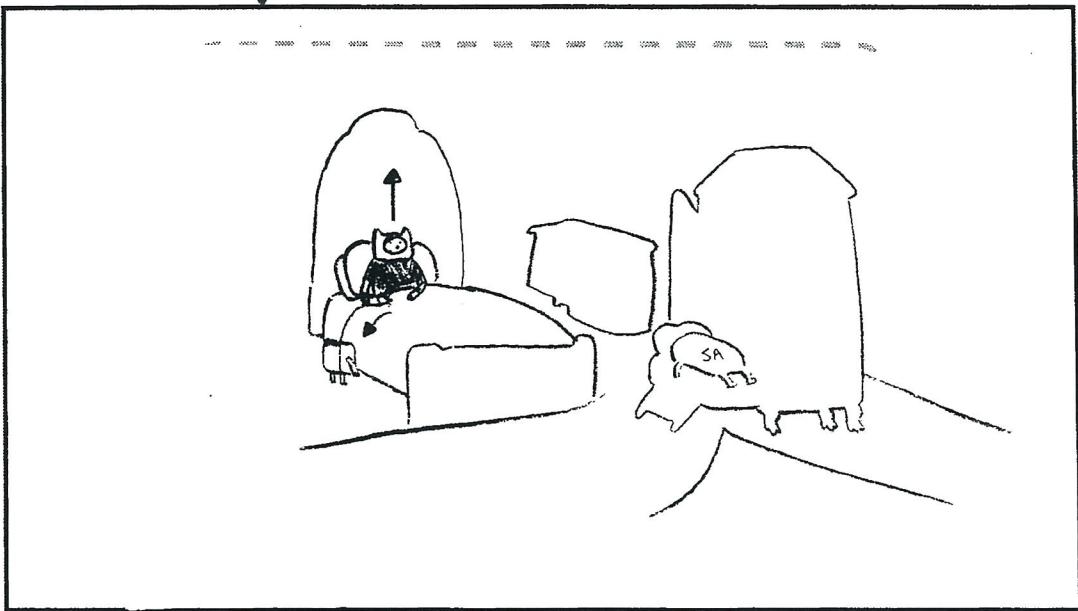
Sc. 14

Pnl. A

Bg.

day night

Page 19



Dialog:

SFX: \* SH FF \*

(F)

JAMES BAXTER

Action: - FINN SITS UP. BMO FALLS OFF BED.

MAR 03 2016

Timing:

Production:

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1042 247

# ADVENTURE TIME



Page 20

Sc. 14 cont Pnl. B

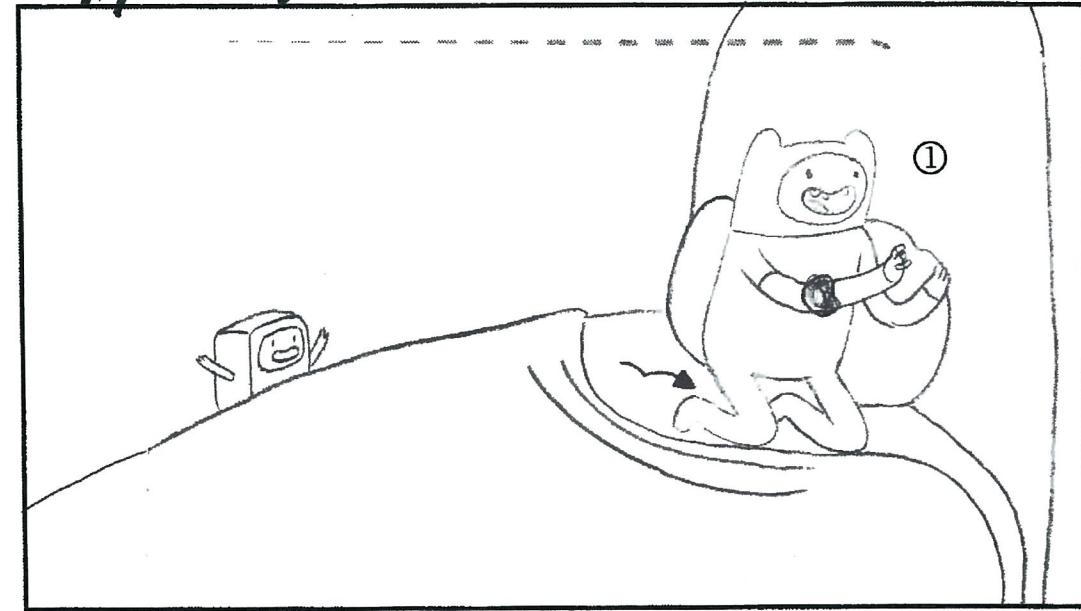
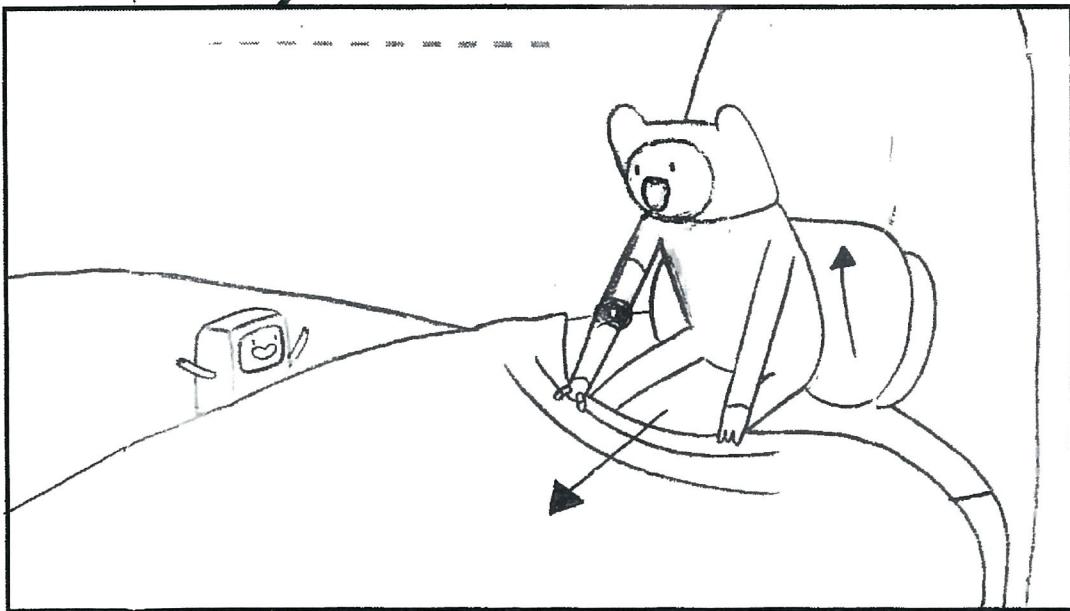
Bg.

day night

Sc. 14 cont Pnl. C

Bg.

day night



Dialog: BMO: IT'S JAMES BAXTER!? Yay!

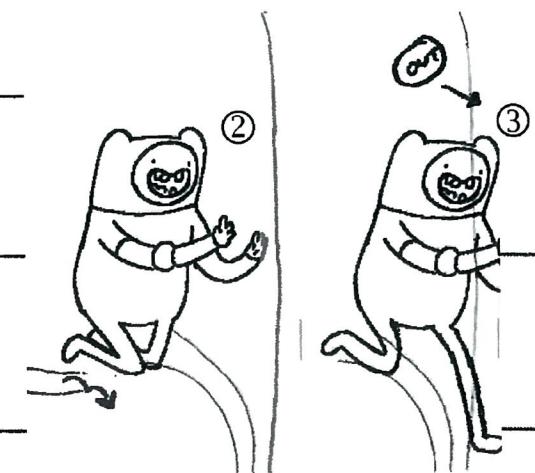
BMO: HE MAKES ME SO --

Action: - BMO TURNS ON.

- FINN SCOOTS OFF/S.

Timing:

MAR 03 2016



Production:

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1042 247

# ADVENTURE TIME



Page 21

Sc. 14 cont Pnl. D

Bg.

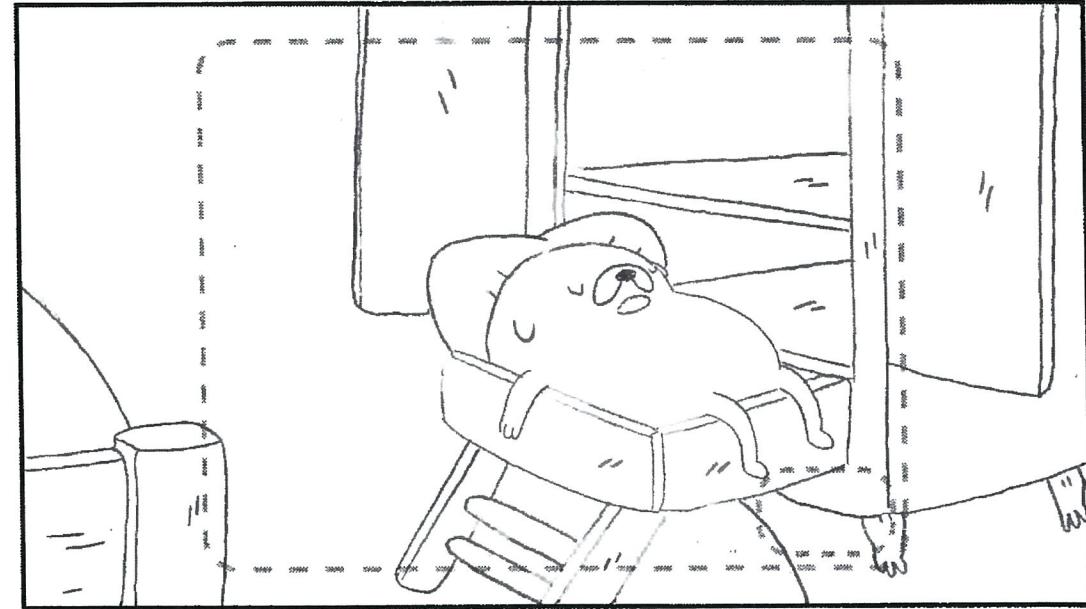
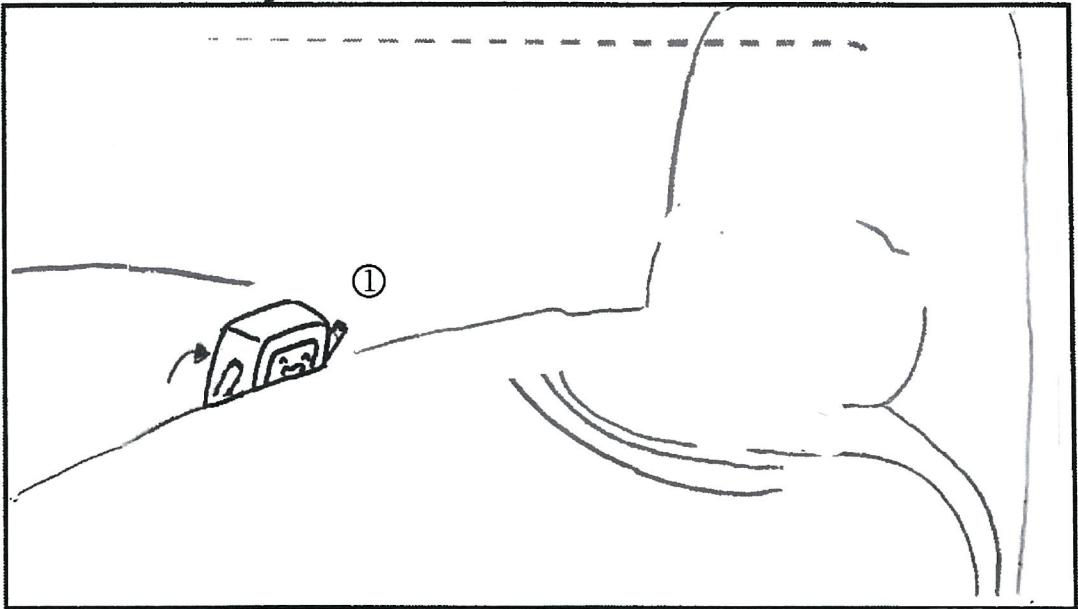
day night

Sc. 15

Pnl. A

Bg.

day night



Dialog:

BMO: HAAAAPPY!

Action: - BMO HITS BED REPEATEDLY.



JAKE SLEEPING.

MAR 03 2016

Timing:

Production:

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# ADVENTURE TIME



Page 22

Sc. 15 cont Pnl. B

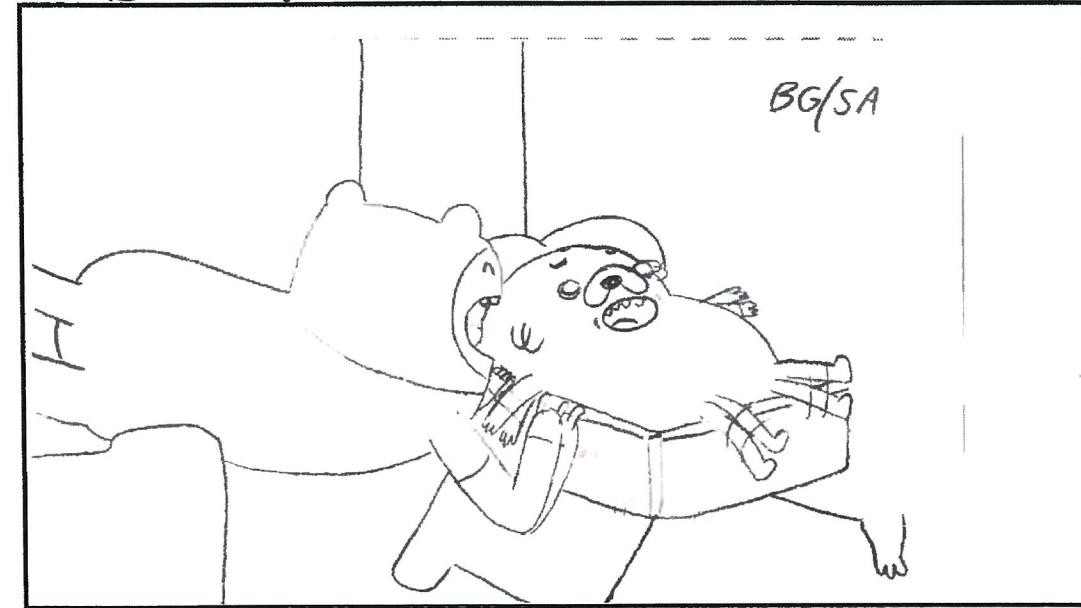
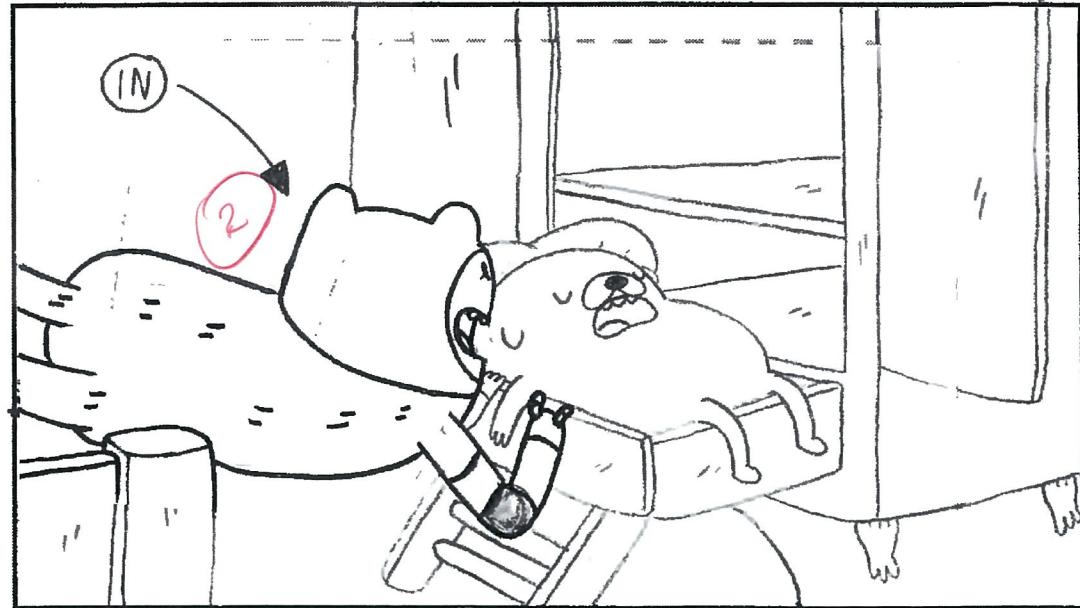
Bg.

day night

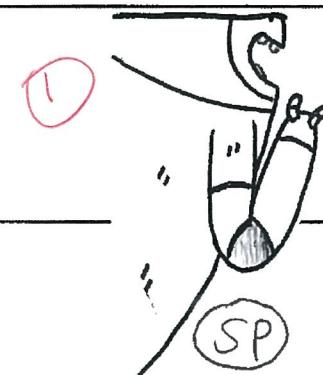
Sc. 15 cont Pnl. C

Bg.

day night



Dialog:  
F: JAAAAAA--



F: AAAAMMEESSS!!

Action:

- FINN LEANS ON IS. AND  
GRABS EDGE of JAKE'S BED.

FINN SHAKES JAKE.

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Timing:

Production:

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# ADVENTURE TIME



Page 23

Sc. 15 cont Pnl. D

Bg.

day night

Sc. 15 cont Pnl. E

Bg.

day night



Dialog:

F: BAAAAXXX --

F: TEEERRRRR!!

Action: -FINN SHAKES JAKE OUT OF BED.

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Timing:

Production:

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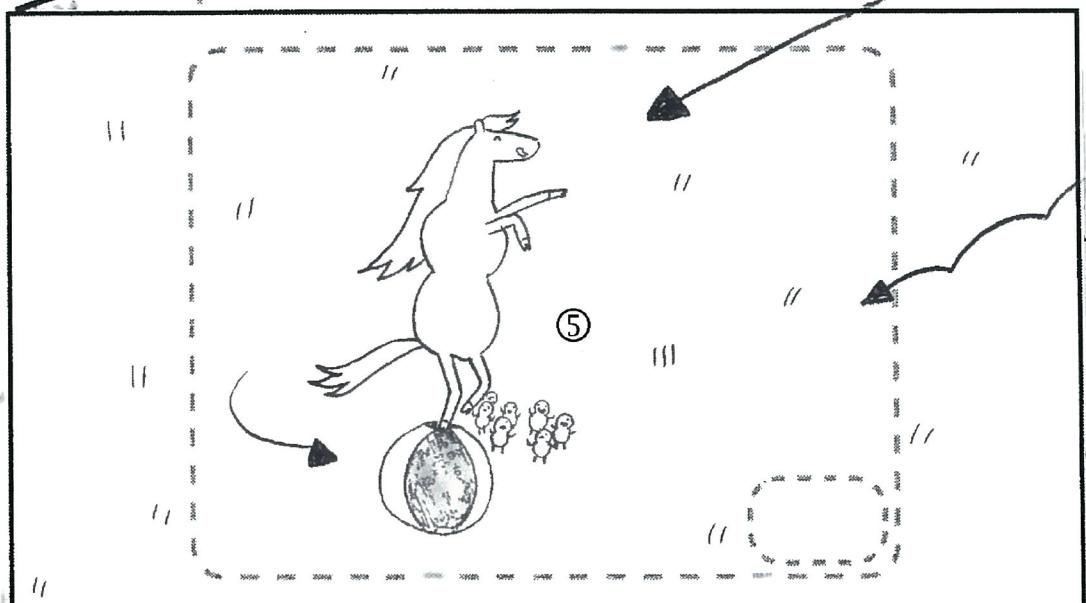
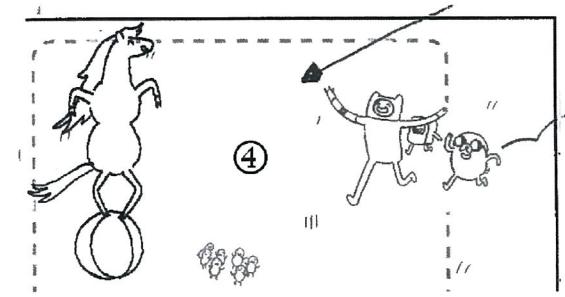
Sc. 16

Pnl

Bg.-

day night

1042 247

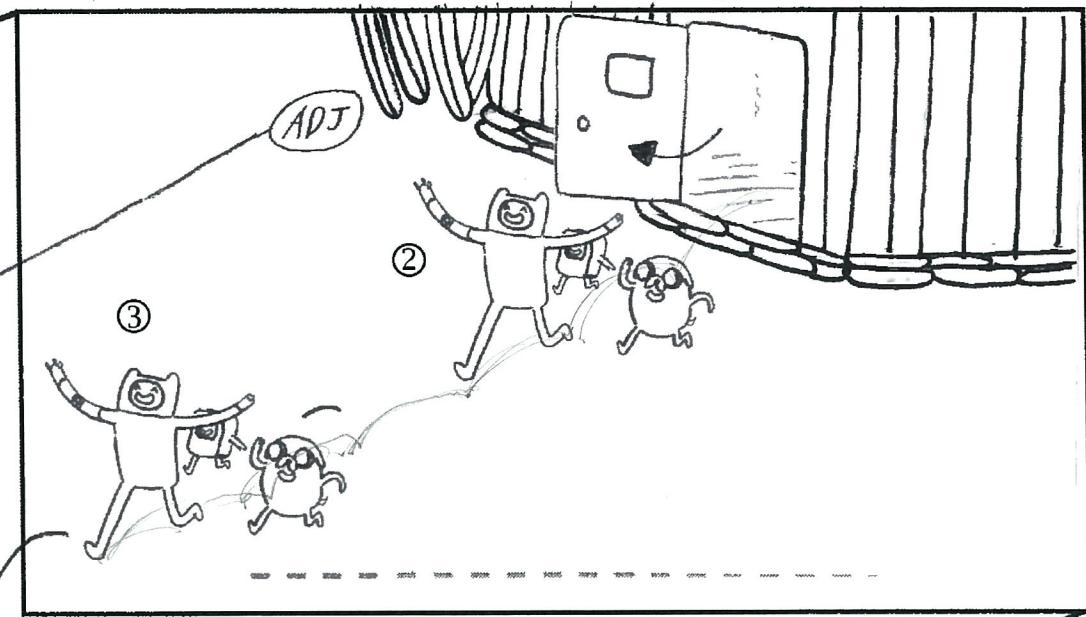


**Timing:**

STOP

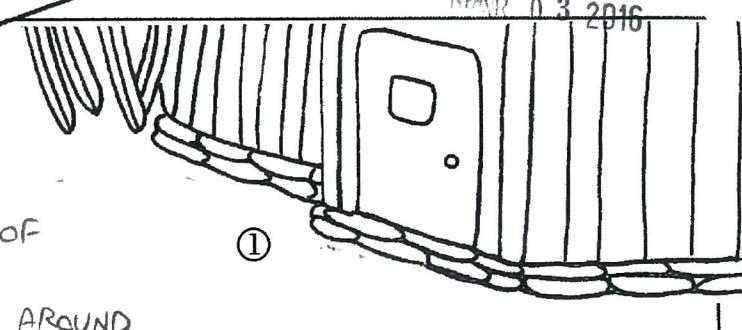
- F, J, BMO RUN OUT OF DOOR.
- PAN TO JB ROLLING AROUND

## MOLE PEOPLE



MAP 03 2016

①



## Production:

EPISODE # 1042-247

STAGE

1042 247

## ADVENTURE TIME



Sc. 16 cont Pnl. B

Bg.

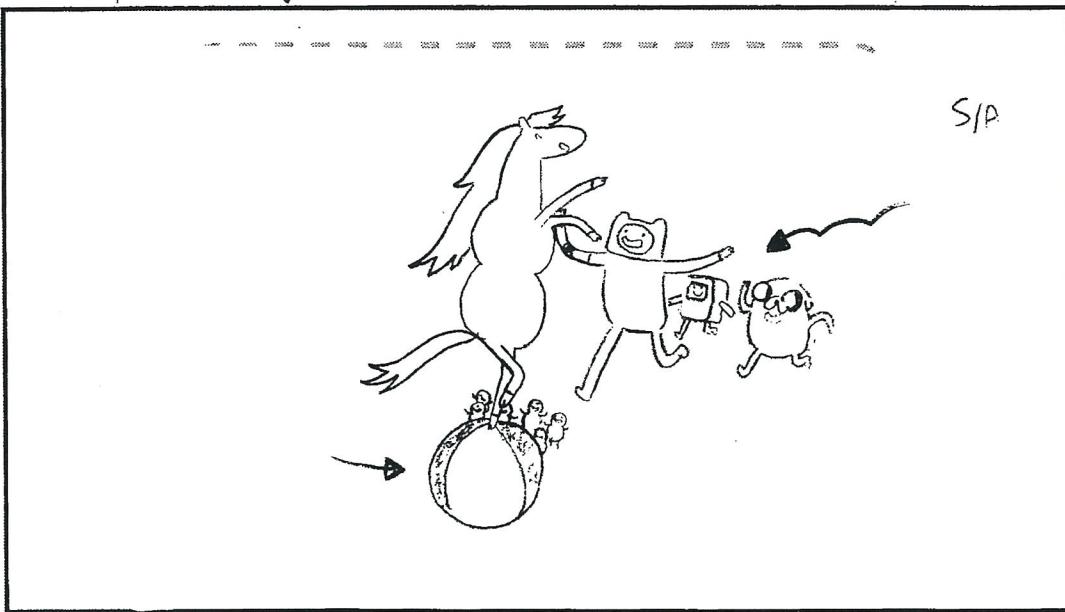
day night

Sc. 16 cont Pnl. C

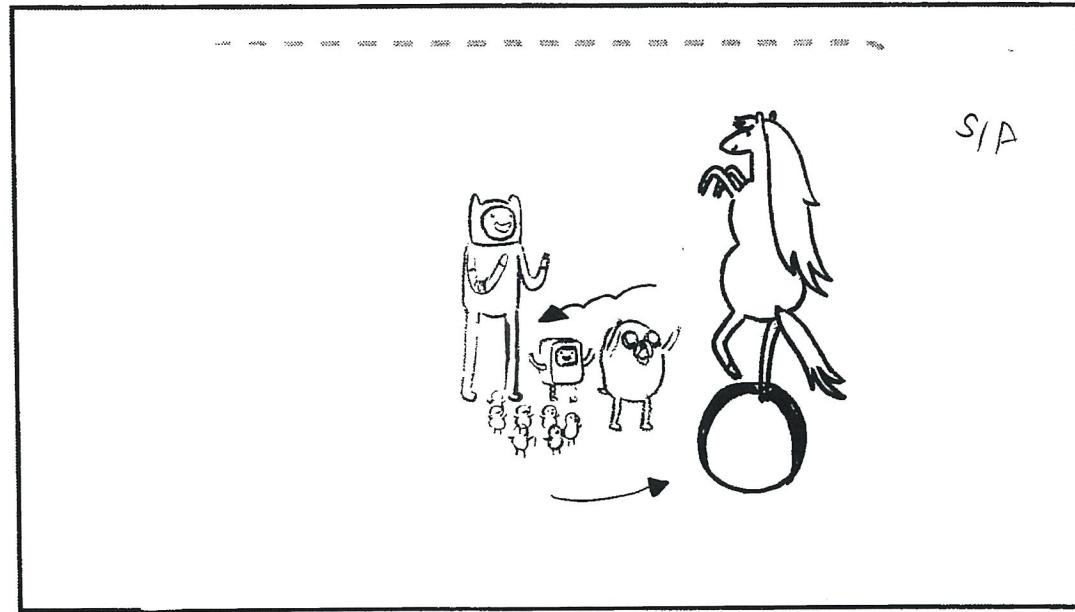
Bg.

day night

Page 25



S/P



S/P

## Dialog:

F, J, BMO: [LAUGHING]

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## Action:

## Timing:

Production:

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# ADVENTURE TIME



Page 26

Sc. 16 cont Pnl. D

Bg.

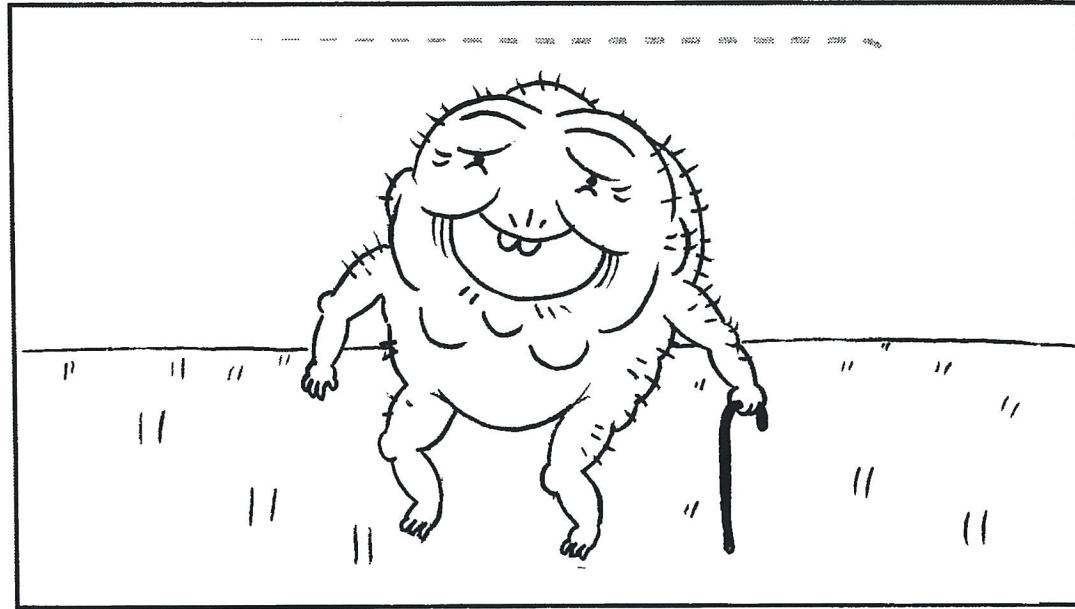
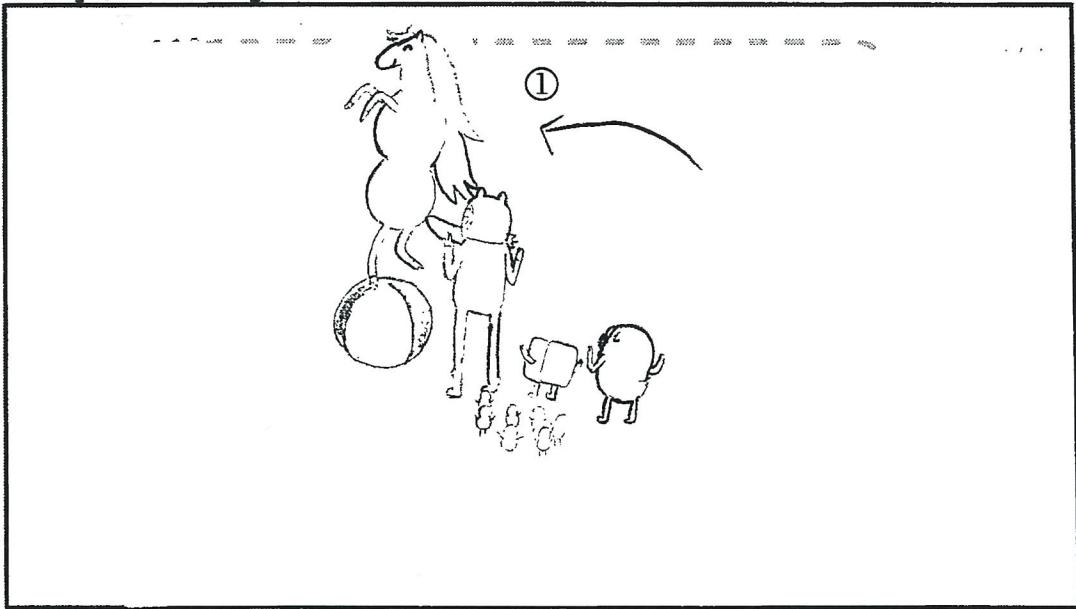
day night

Sc. 17

Pnl. A

Bg.

day night



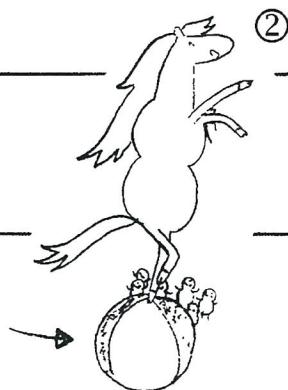
**Dialog:**

ALL: [LAUGHING]

E: HA HA HA -

**Action:**

- F. J., BMO TURN TO TRACK JB.



MAR 03 2016

**Timing:**

Production:

1042 247

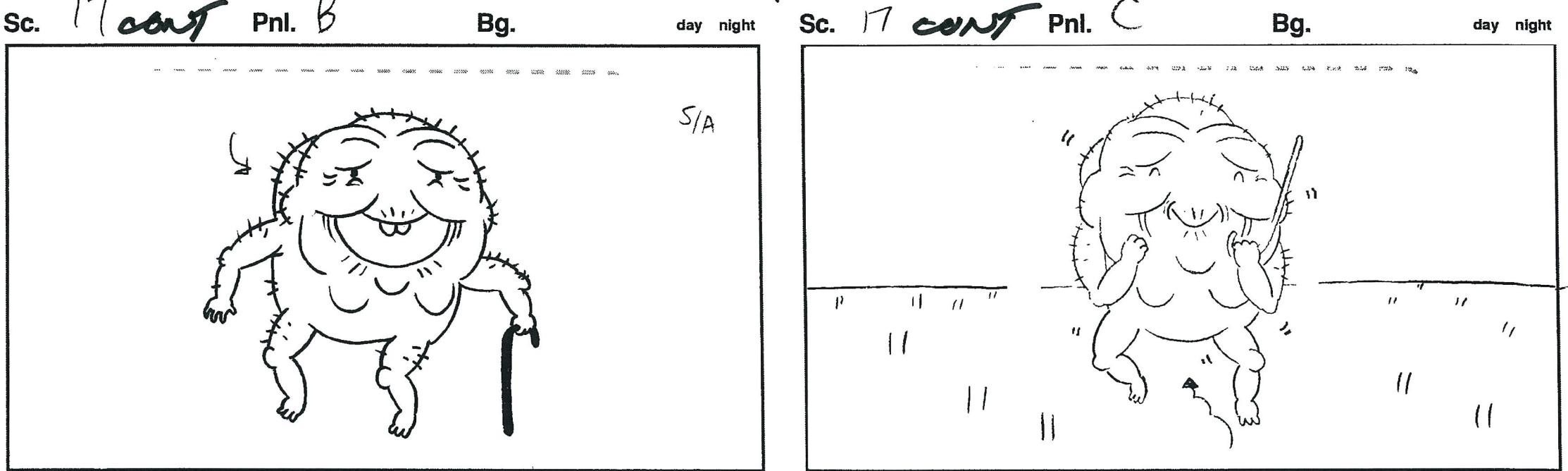
# ADVENTURE TIME



Sc. 17 cont Pnl. B

Bg.

day night



Page 27

Bg.

day night

1042 247

Dialog:  
E: Thank you James Baxter!  
 NOW I CAN EXPLODE A  
 HAPPY mole MAN.

Action:

- E STEPS BACK

Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 28

Sc. 17 cont Pnl. D

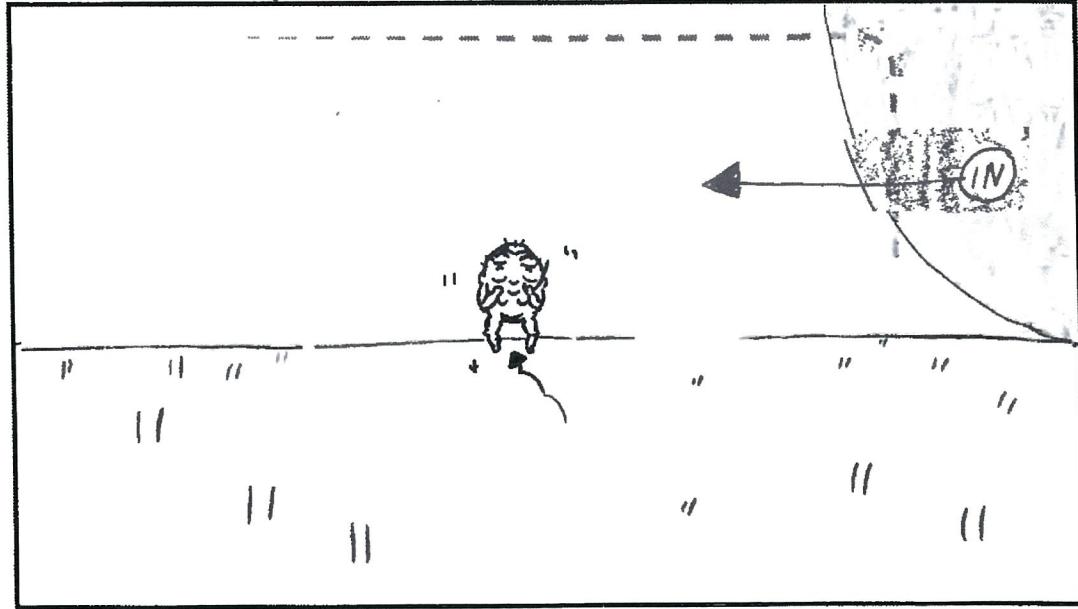
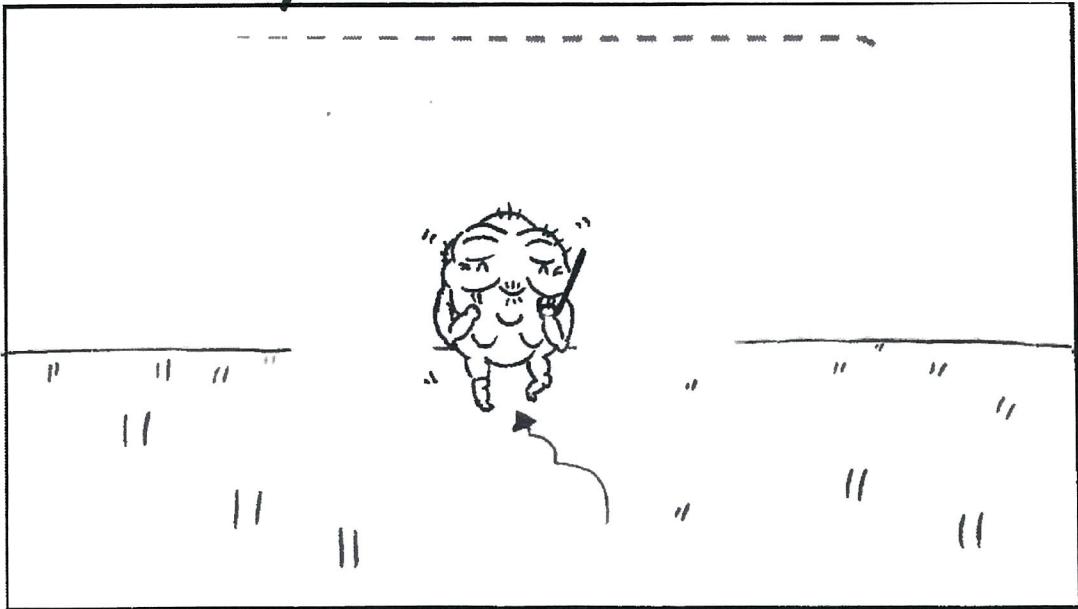
Bg.

day night

Sc. 17 cont Pnl. E

Bg.

day night



Dialog:

Action:

- E. WALKS BACK AWAY FROM CAM.

- BALL ROLLS ON/S.

MAR 03 2016

Timing:

Production:

1042-247

EPISODE #

1042 247

1042 247

## ADVENTURE TIME



Sc. 18

Pnl. A

Bg.

day night

Sc. 18

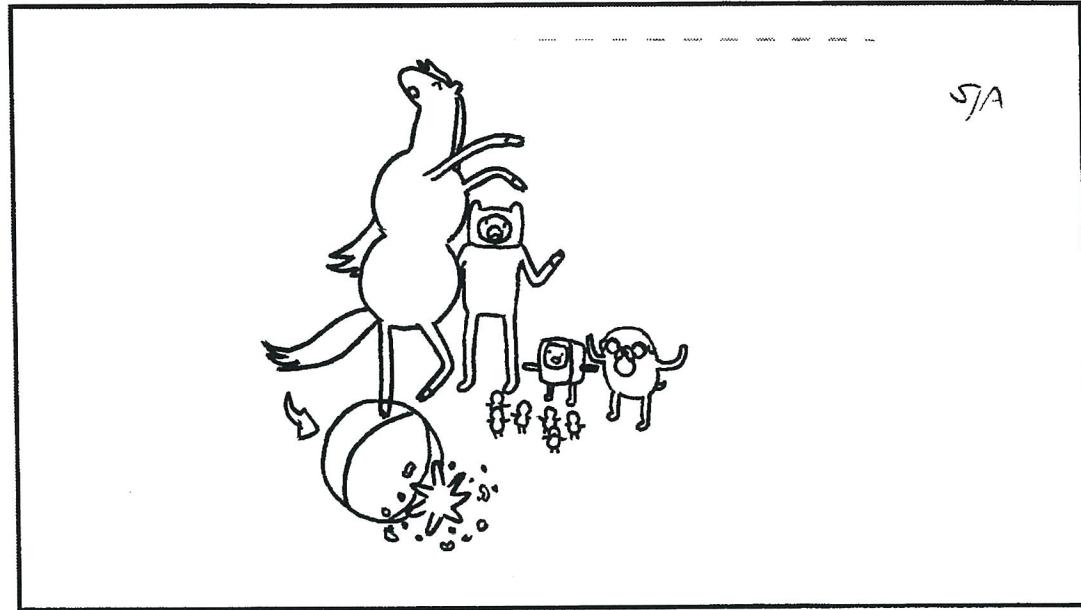
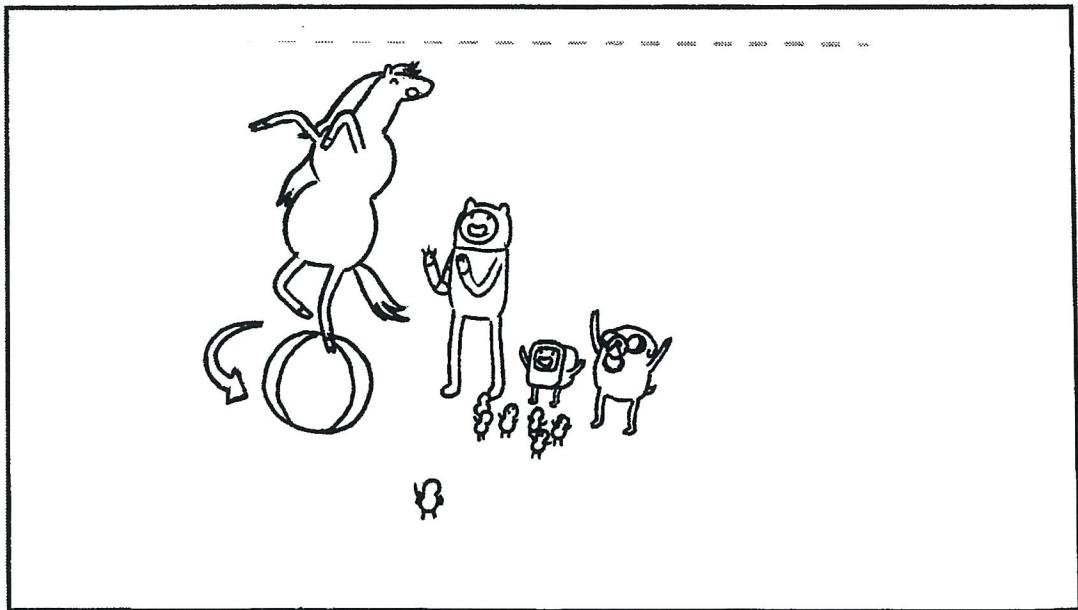
cont

Pnl. B

Bg.

day night

Page 29



## Dialog:

JB: JAMES BAXT --

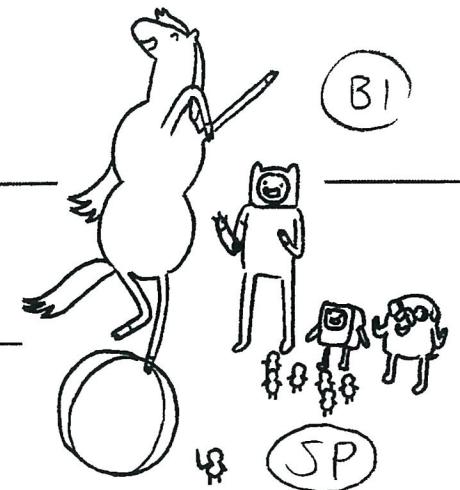
SFX: \* KA-BOOM ! \*

## Action:

- ELDEROLIO EXPLODES.

## Timing:

MAR 03 2016



Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Sc. 18 cont Pnl. C

Bg.

day night

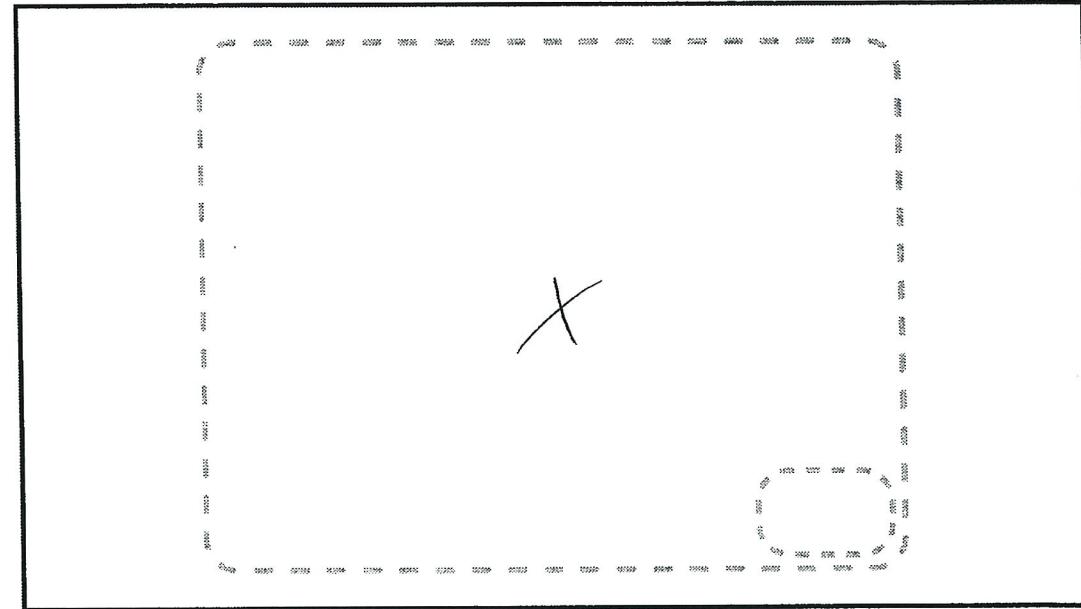
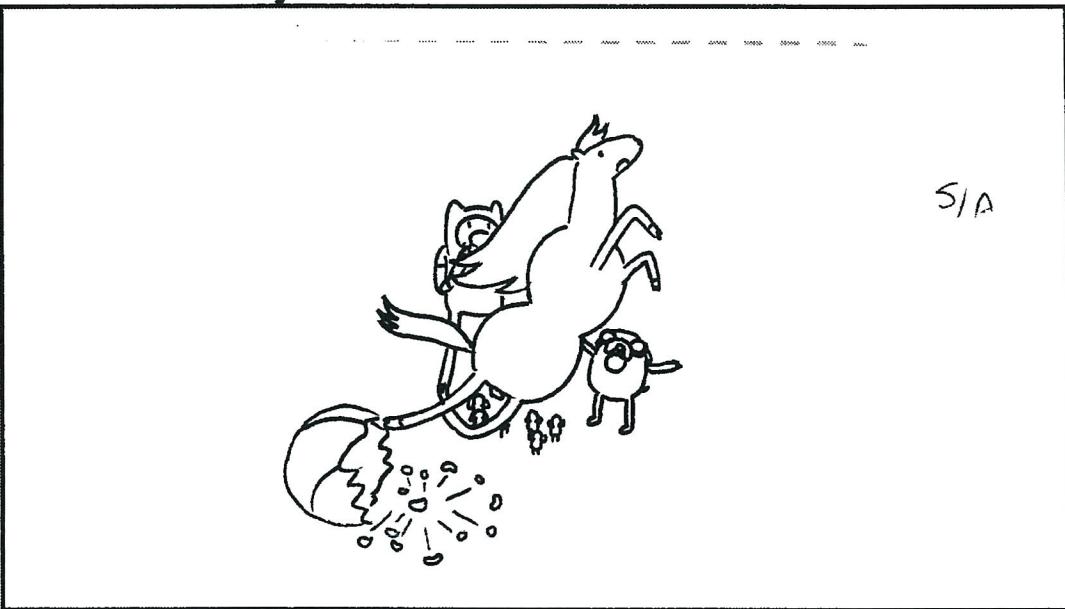
Sc.

Pnl.

Bg.

day night

Page 30



Dialog:

SFX: \* POP! \*

Action: BEACH BALL EXPLODES

MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME



Page 31

Sc. 18 *cont* Pnl. 0

Bg.

day

night

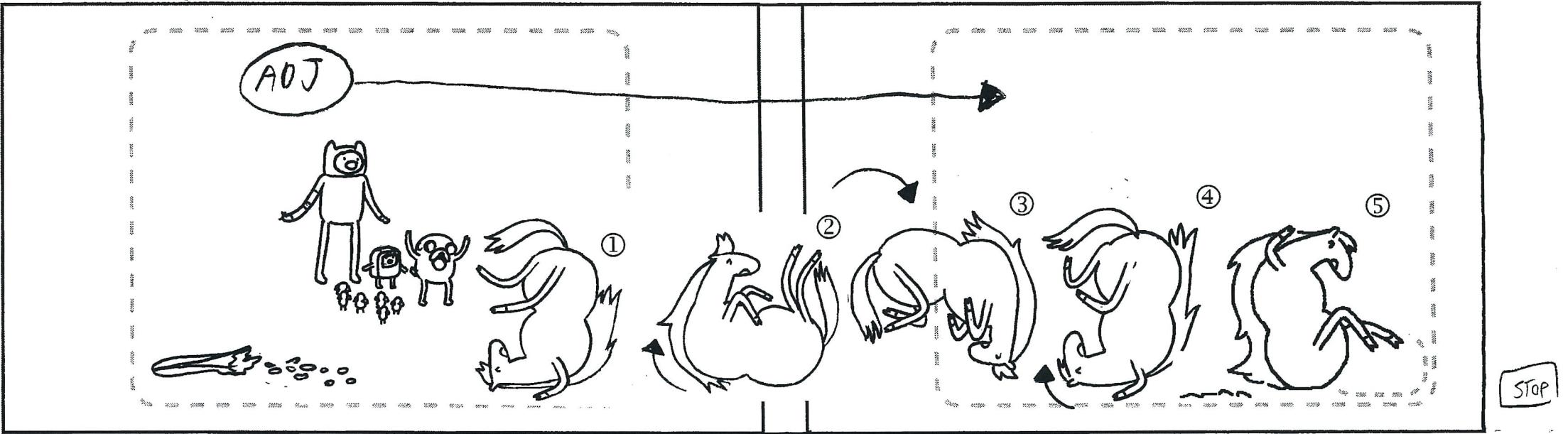
Sc.

Pnl.

Bg.

day

night



Dialog:

SFX: \* THIMP- THIMP- THIMP \*



Action:  
- SENDS JAMES BAXTER TUMBLING.  
- PAN w/ JB.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

## ADVENTURE TIME

Page 32Sc. 19Pnl. A

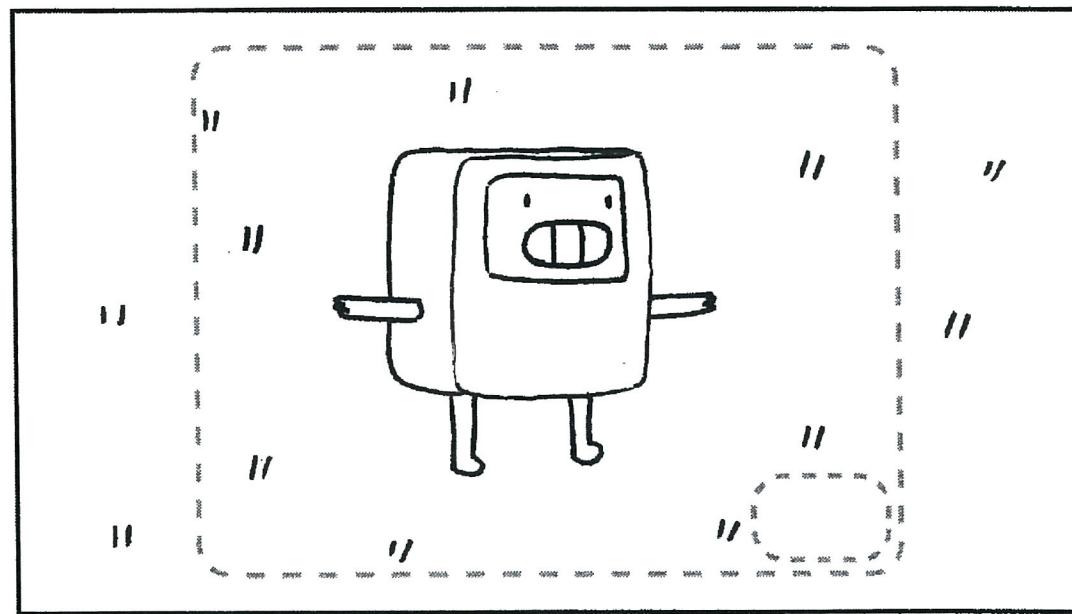
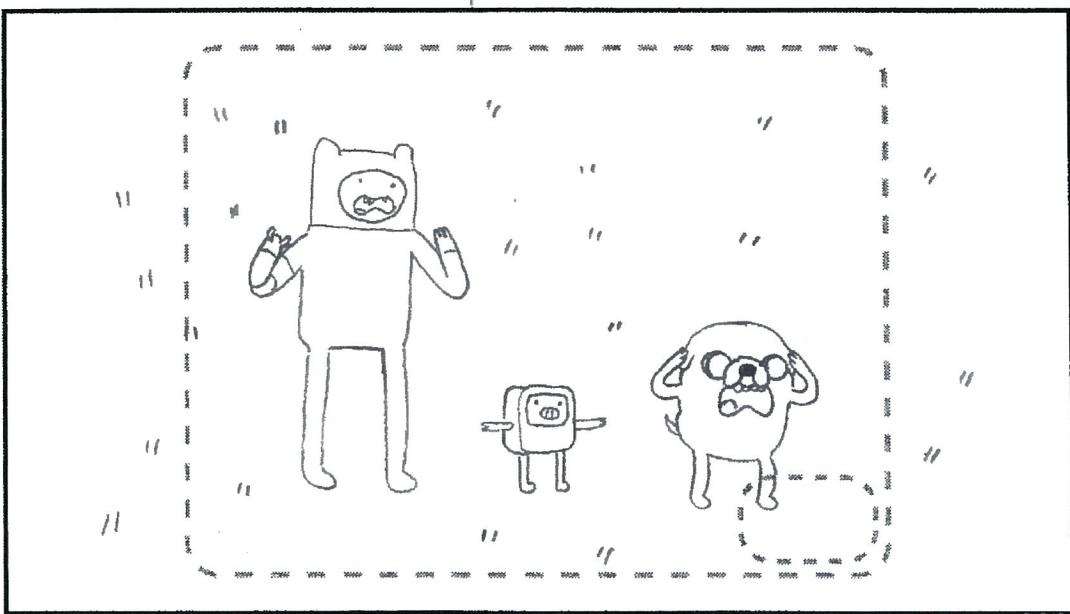
Bg.

day night

Sc. 20Pnl. A

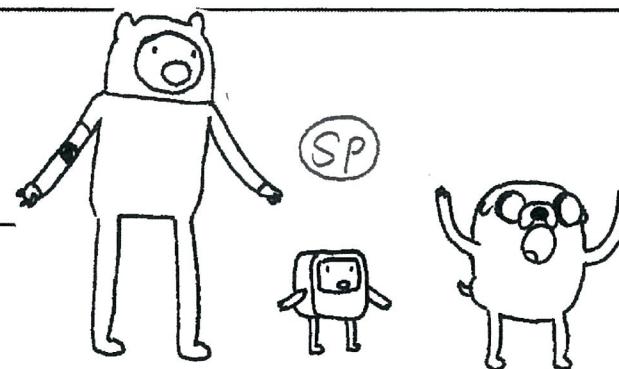
Bg.

day night



## Dialog:

F, J, B: [ GASP ]

Action: FINN, JAKE AND BMO  
ARE HORRIFIED

MAR 03 2016

## Timing:

Production:

1042 247

EPISODE # 1042-247

1010 047

# ADVENTURE TIME



Page 33

Sc. 20 cont Pnl. B

Bg.

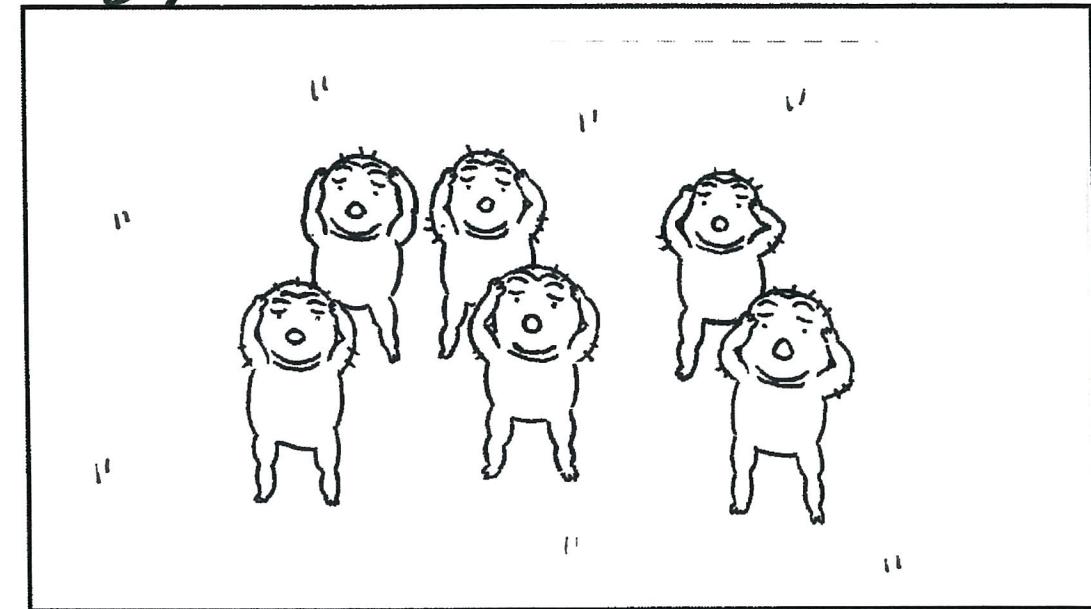
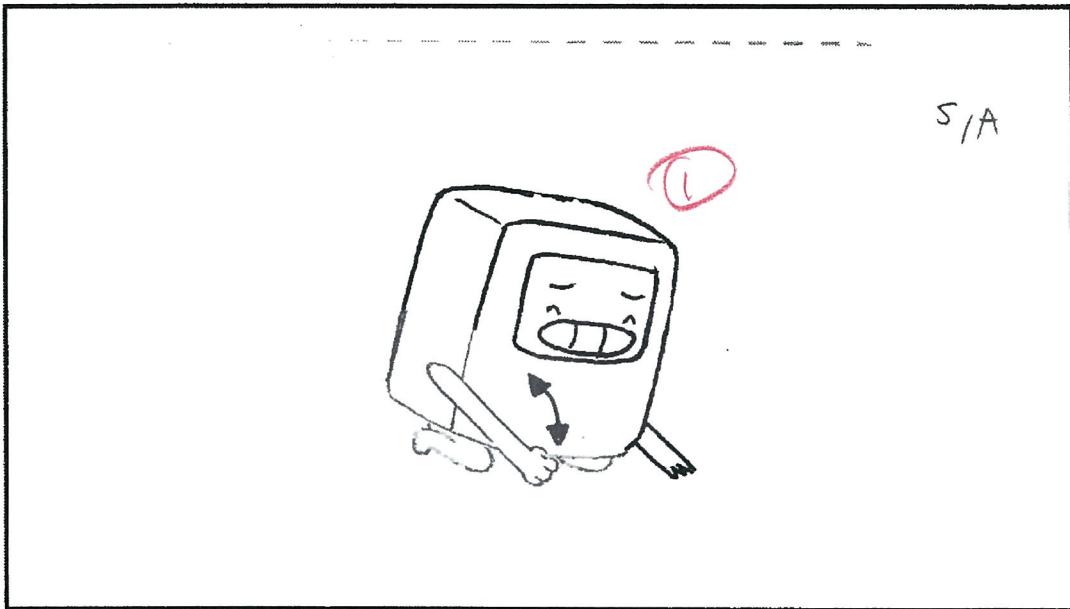
day night

Sc. 21

Pnl. A

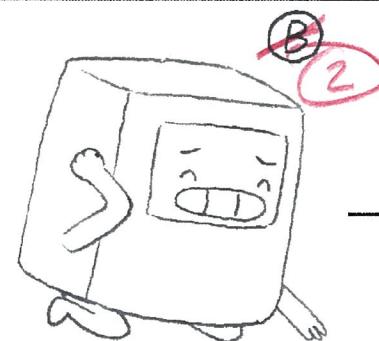
Bg.

day night



Dialog:  
B: NOOOOO!

Action:  
- GRITTED TEETH.  
- PUNCHES GROUND IN  
ANGUISH.



Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

L V C C V U V

# ADVENTURE TIME



Page 34

Sc. Henry

Pnl. B

Bg.

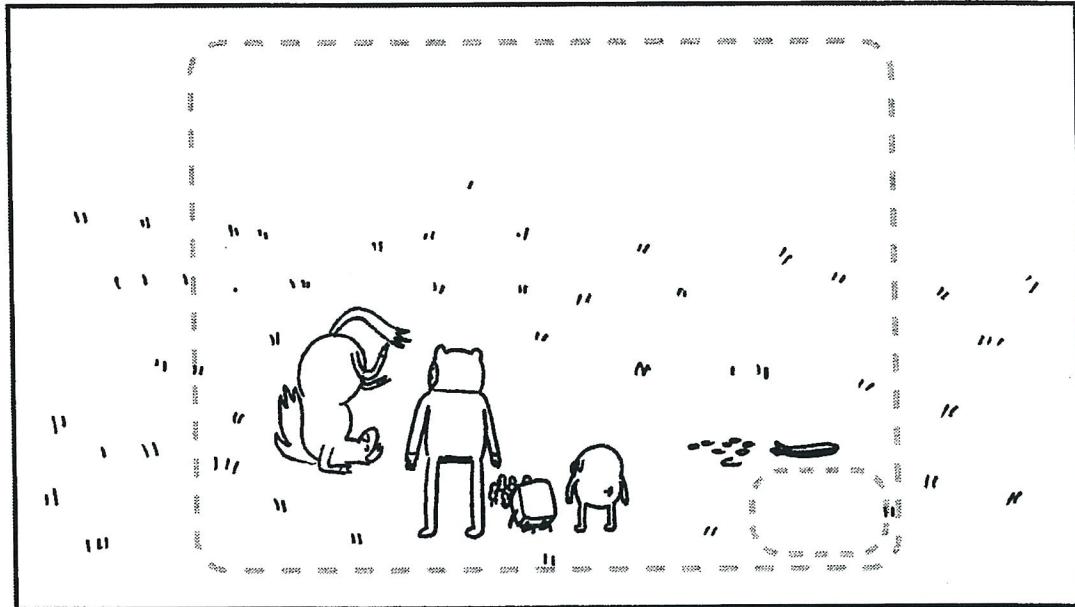
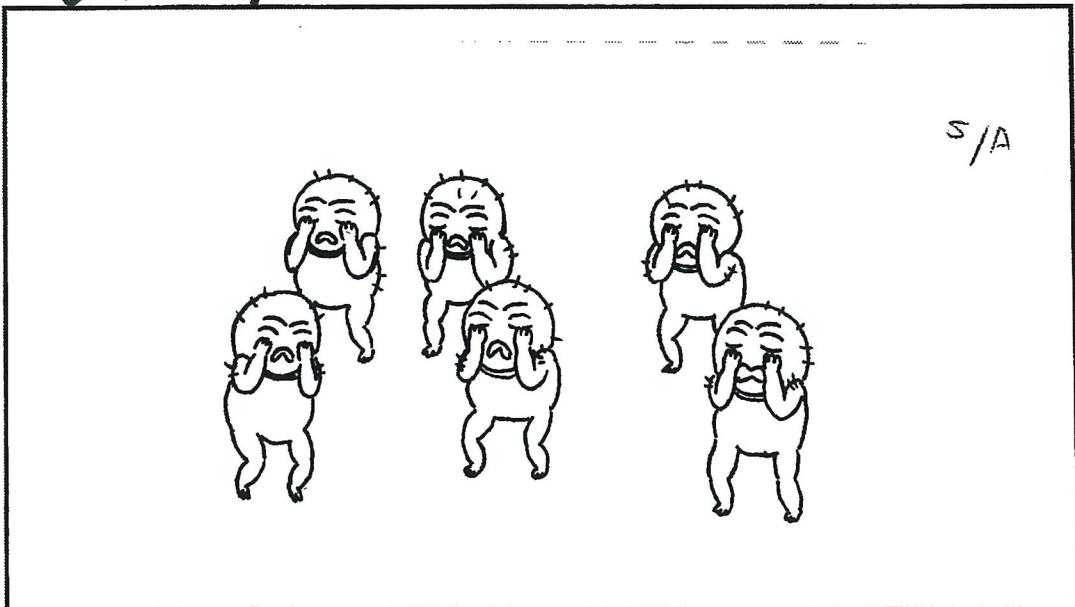
day night

Sc. 22

Pnl. A

Bg.

day night



Dialog:

MOLE PEOPLE : [CRYING]

Action: MOLE PEOPLE START CRYING AGAIN.

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

## ADVENTURE TIME

Page 35Sc. 22 *cont* Pnl. B

Bg.

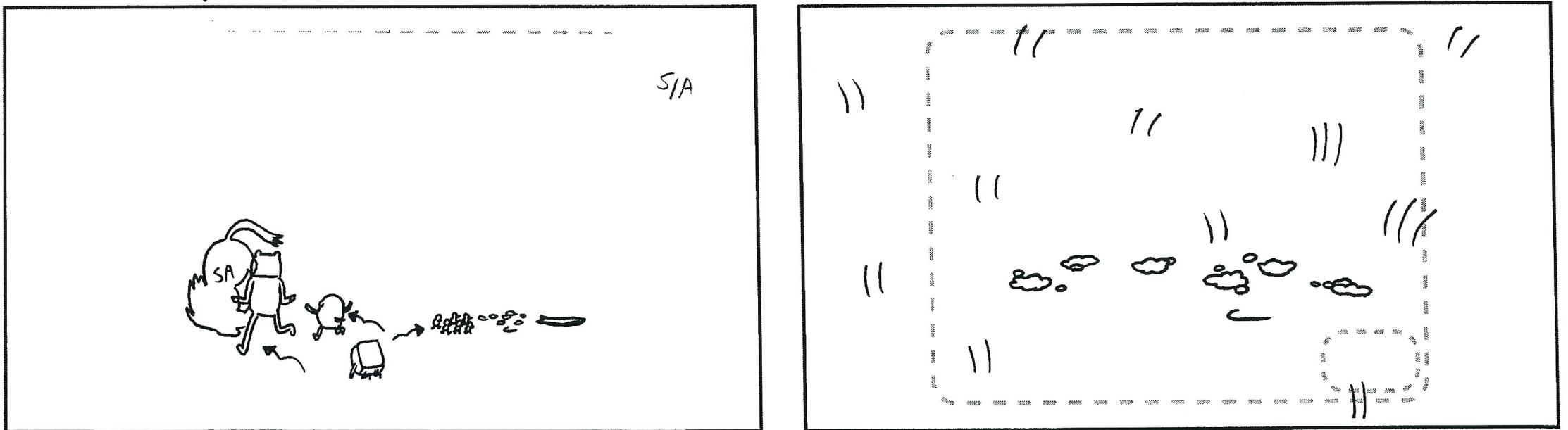
day night

Sc. 23

Pnl. A

Bg.

day night



## Dialog:

Action:

- FINN + JAKE RUSH OVER TO JAMES BAXTER.
- MOLE PEOPLE RUSH OVER TO ELDEROLIO'S BITS.

MAR 03 2016

## Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 36

Sc. 23 cont Pnl. B

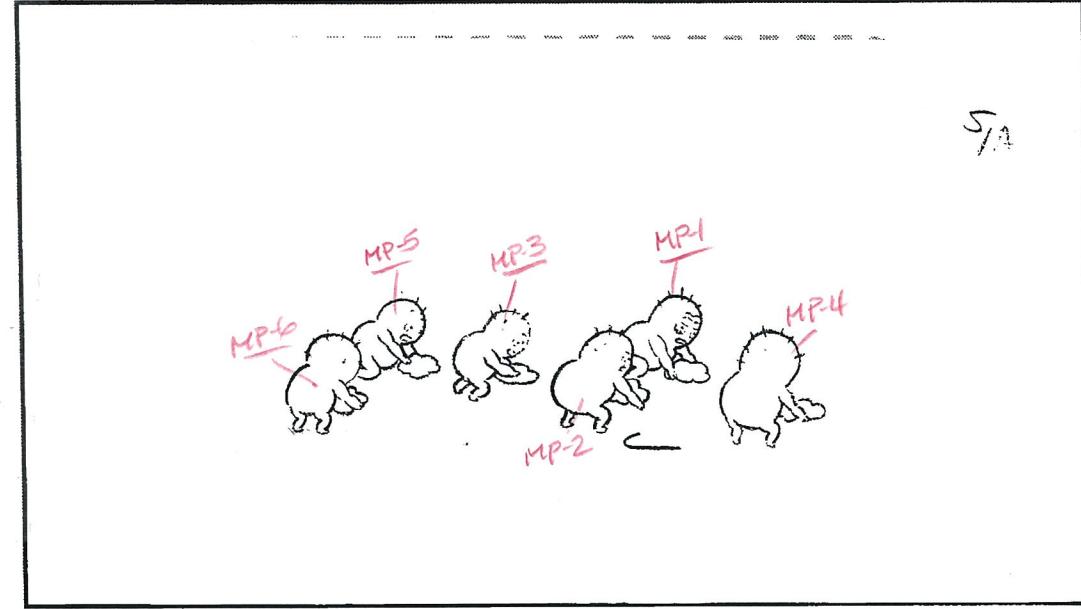
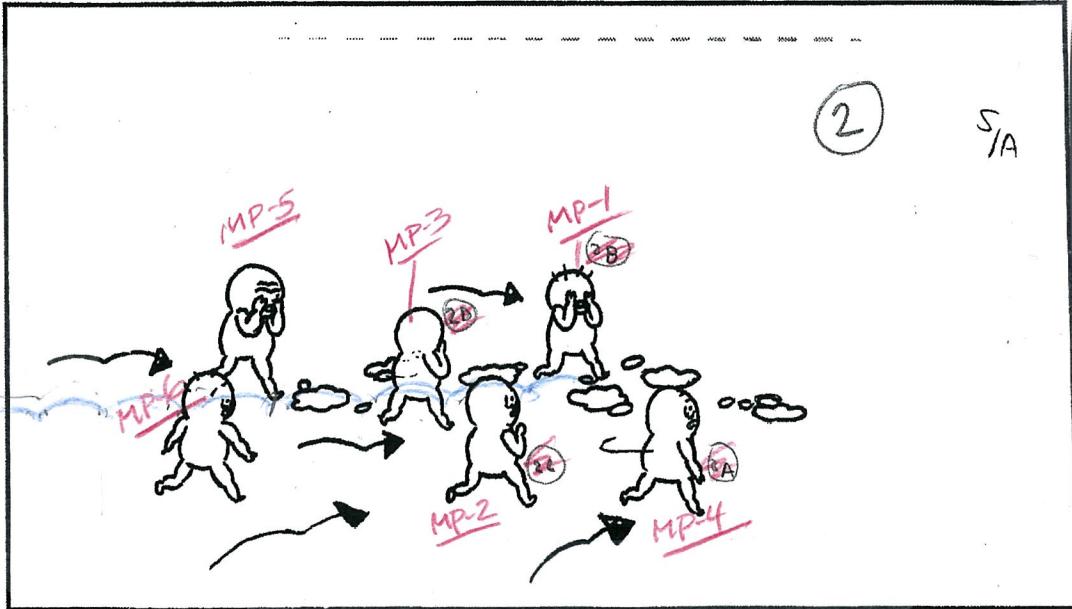
Bg.

day night

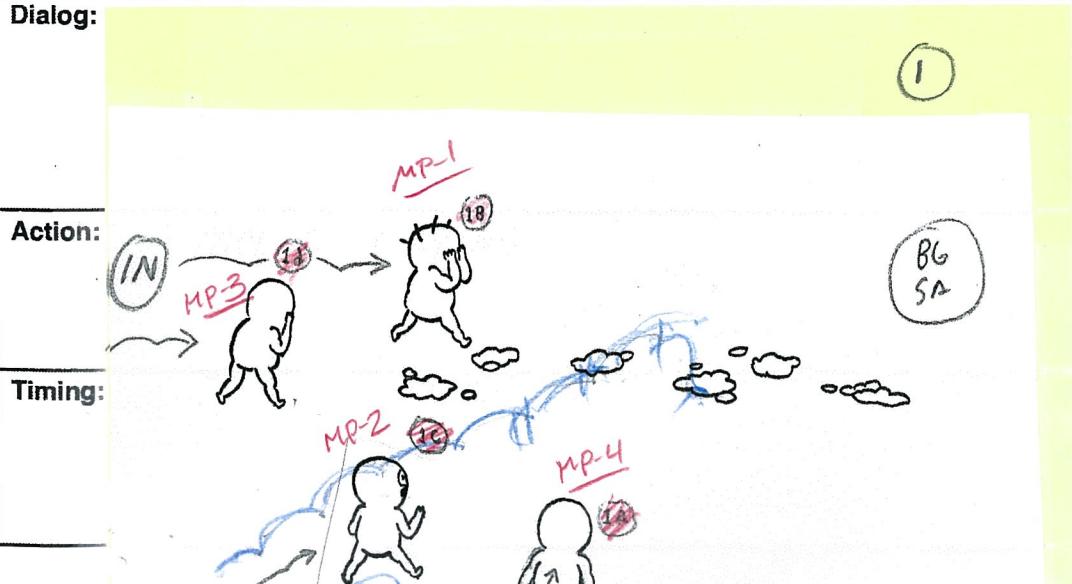
Sc. 23 cont Pnl. C

Bg.

day night



Dialog:



Action:

MOLES GATHER UP ELDEROLIO'S BITS AND CANE  
MOLES CRYING

Timing:

MAR 03 2016

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 37

Sc. 23 ~~cont~~ Pnl. D

Bg.

day night

Sc.

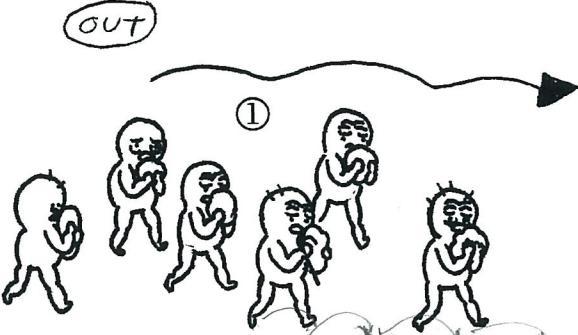
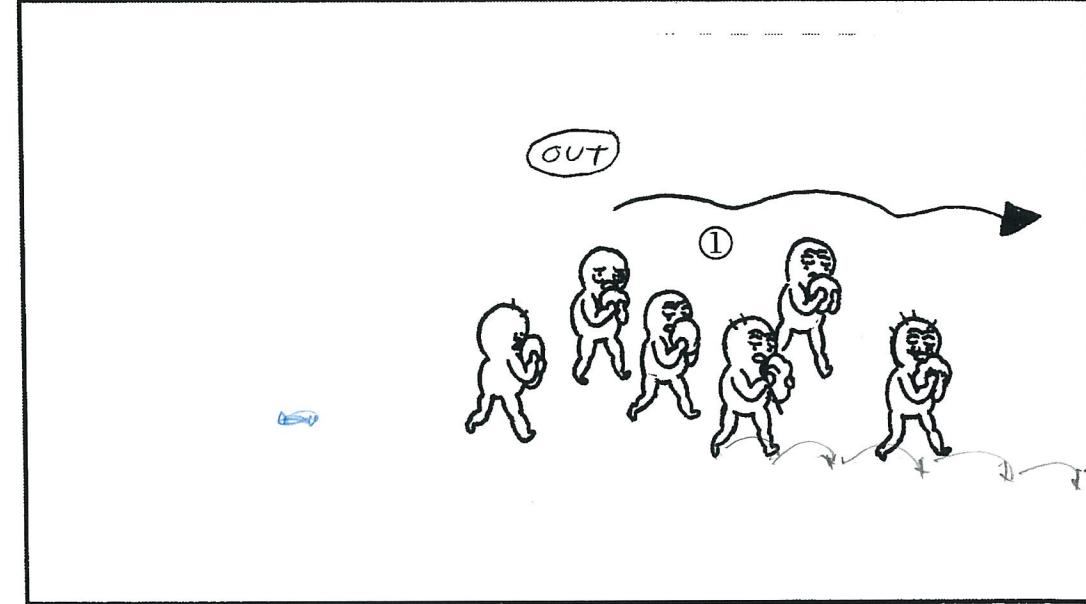
23 ~~cont~~ Pnl. E

Bg.

day night



S/A



Dialog:

Action: MOLES CRYING

- MOLE CLOSEST TO CANE  
PICKS UP CANE  
- MOLE PEOPLE WALK OFF ~~NEAR 03 2016~~



Timing:



Production:

EPISODE # LU42-247

1042 247

1042 247

# ADVENTURE TIME

Sc. 24

Pnl. A

Bg.



day night

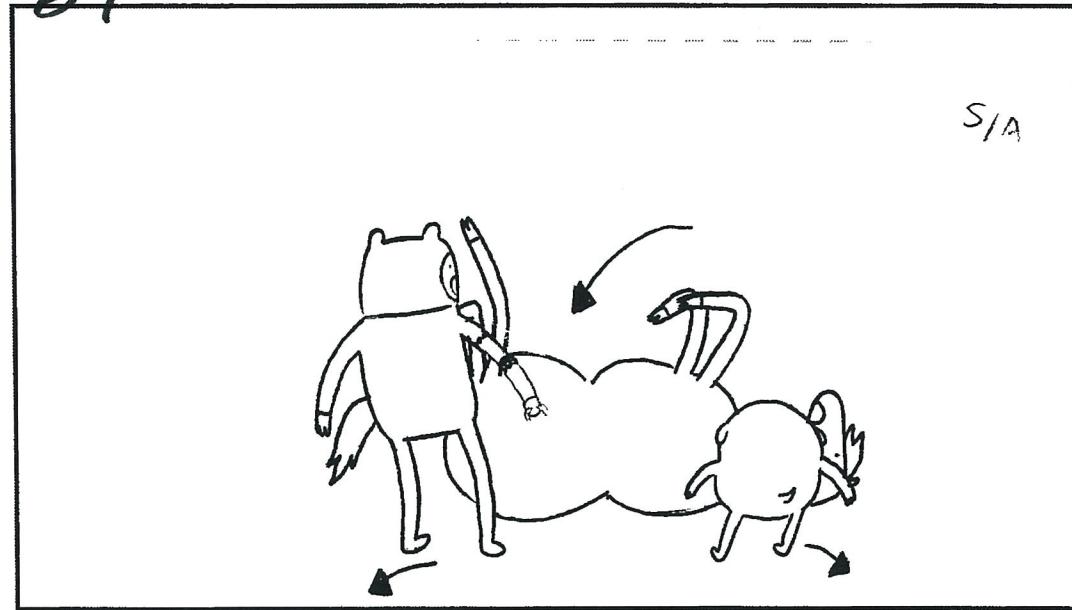
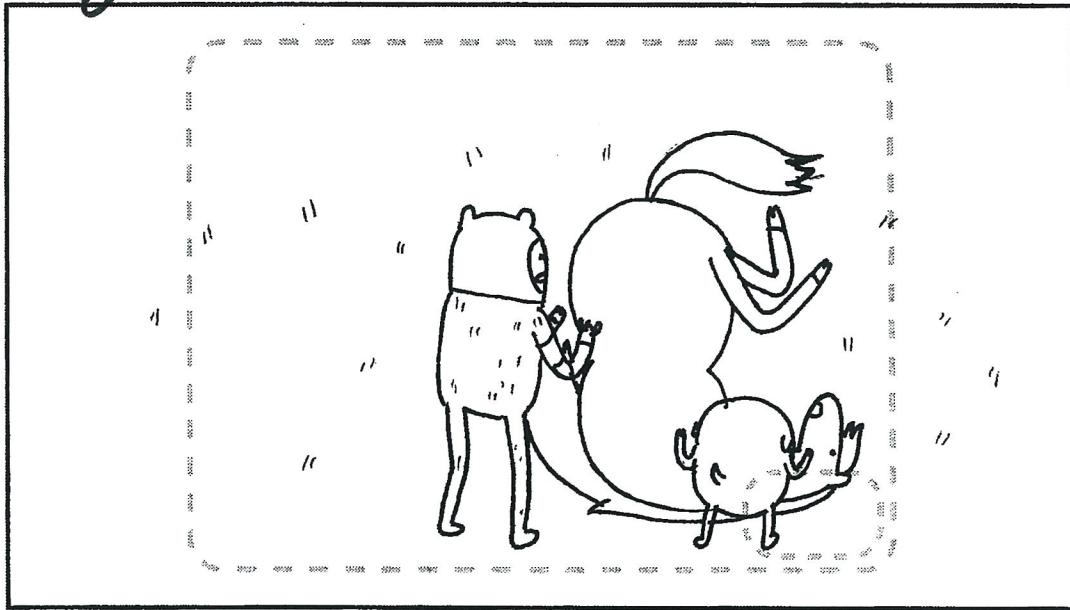
Sc. 24 cont

Pnl. B

Bg.

Page

38



Dialog:

SFX:  
— \* THUMP \*

Action:

- JB FLOPS OVER.

MAR 03 2016

Timing:

1042 247

Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

Sc. 24 cont Pnl. C

Bg.



day night

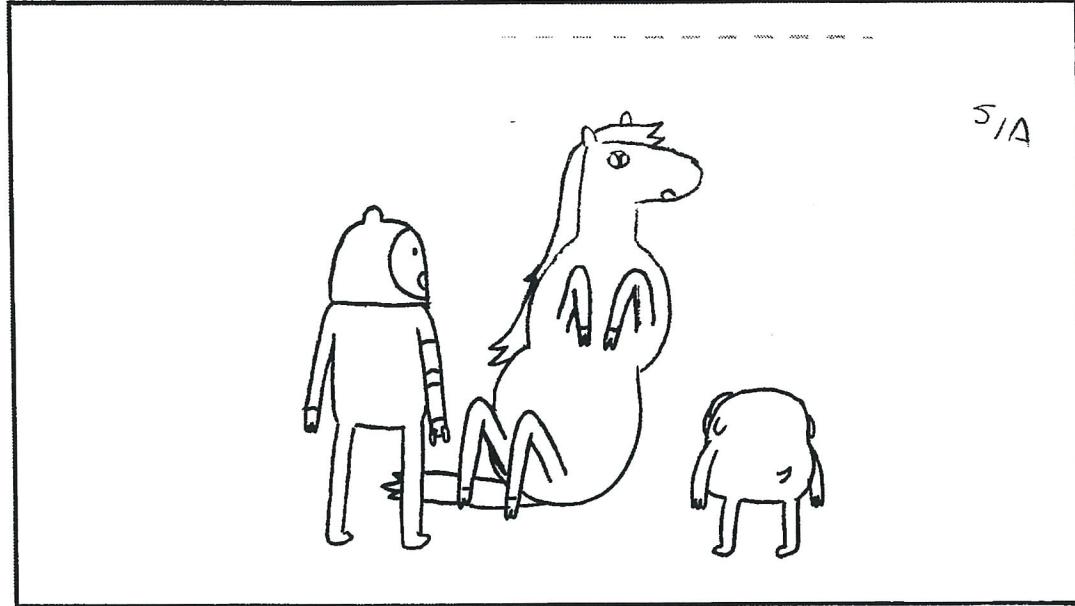
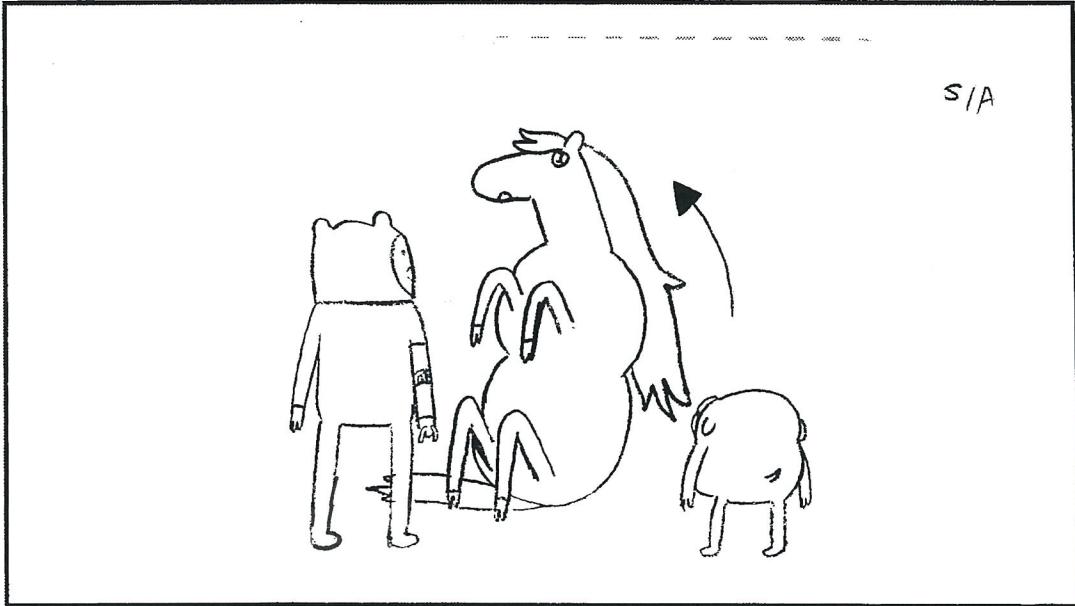
Sc. 24 cont Pnl. D

Bg.

Page

39

day night



Dialog:

JB: JAMES BAXTER?

Action: - JAMES BAXTER LOOKS WIDE-EYED  
AND CONFUSED.

MAR 03 2016

Timing:

Production:

1042 247

1042-247

EPISODE #

1042 247

1042 247

# ADVENTURE TIME

Sc. *jet cont* Pnl. E

Bg.



day night

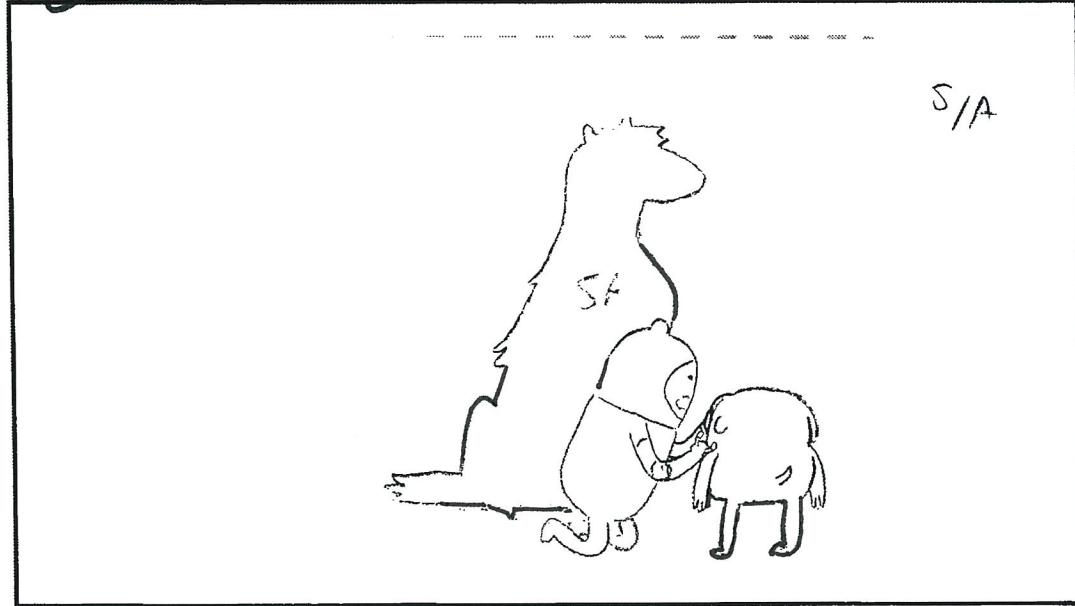
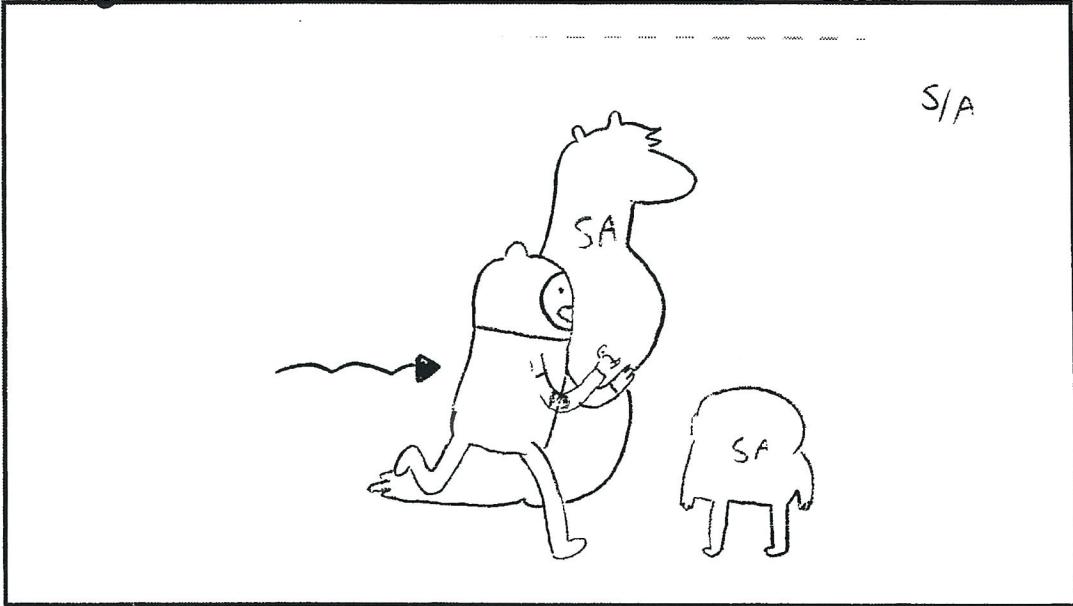
Sc. *jet cont* Pnl. F

Bg.

Page

40

day night



Dialog:

Action:

FINN GRABS JAKE

MAR 03 2016

Timing:

1042 247

Production:

EPISODE # LU42-247

1042 247

## ADVENTURE TIME

Page 41

Sc. 24 cont Pnl. G

Bg.

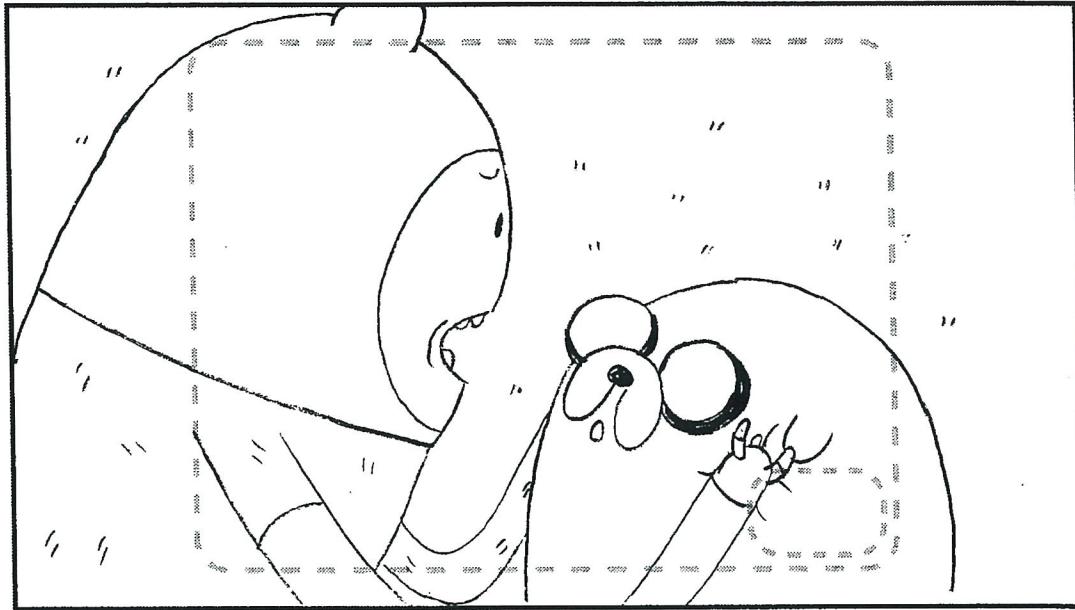
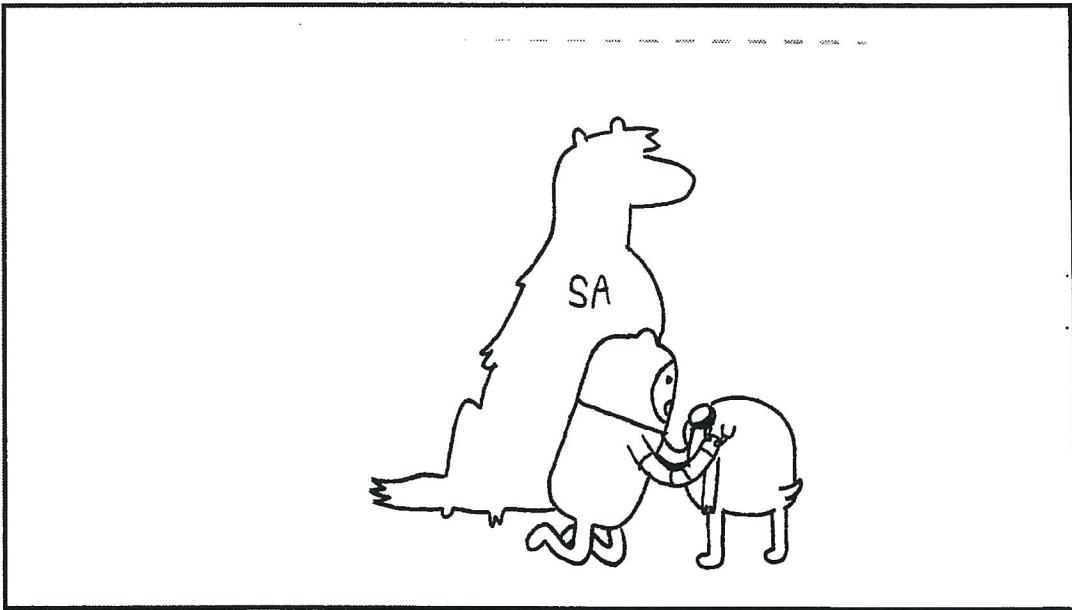
day night

Sc. 25

Pnl. A

Bg.

day night



Dialog:

F: JAKE!

Action: -FINN TURNS JAKE TOWARDS HIMSELF.

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

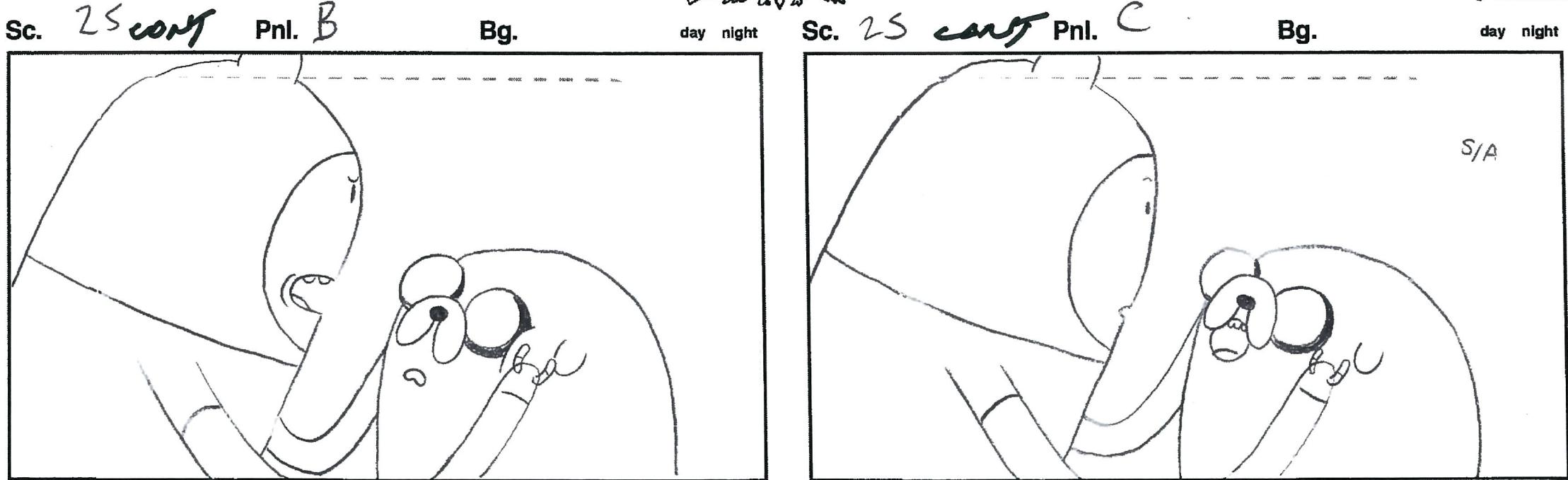


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Sc. 25 cont Pnl. B

Bg.

day night



Page 42

Bg.

day night

S/A

1042-247

EPISODE #

Production:

Dialog:  
F: STRETCH INTO A BEACH BALL SO  
 JAMES BAXTER CAN RIDE YOU!!!

J: OKAY!

Action:

MAR 03 2016

Timing:

1042 247

1042 247

1042 247

# ADVENTURE TIME



Page 43

Sc. 26

Pnl. A

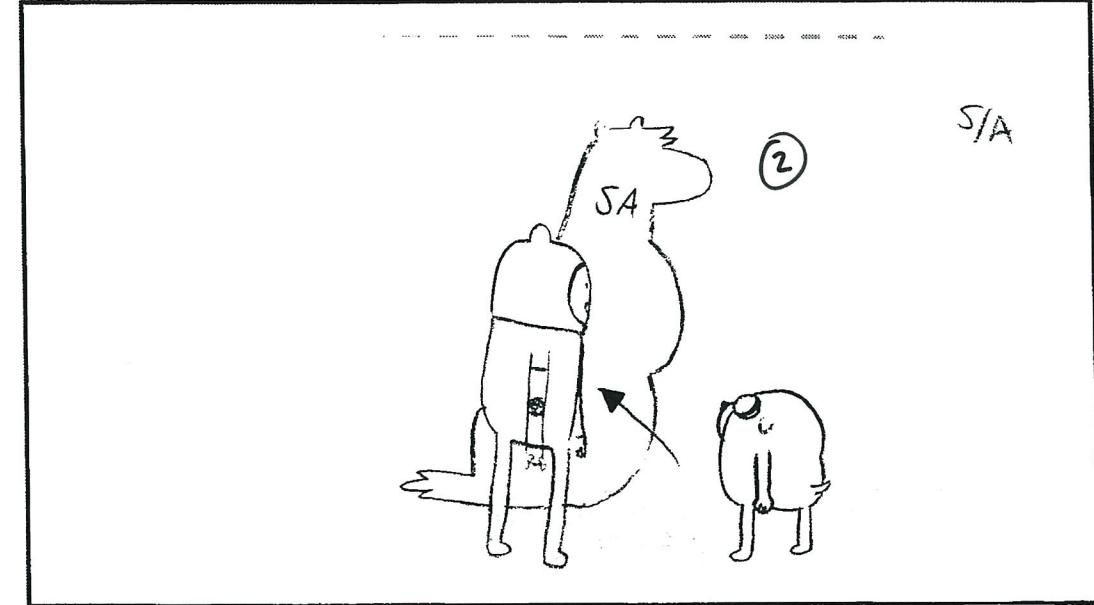
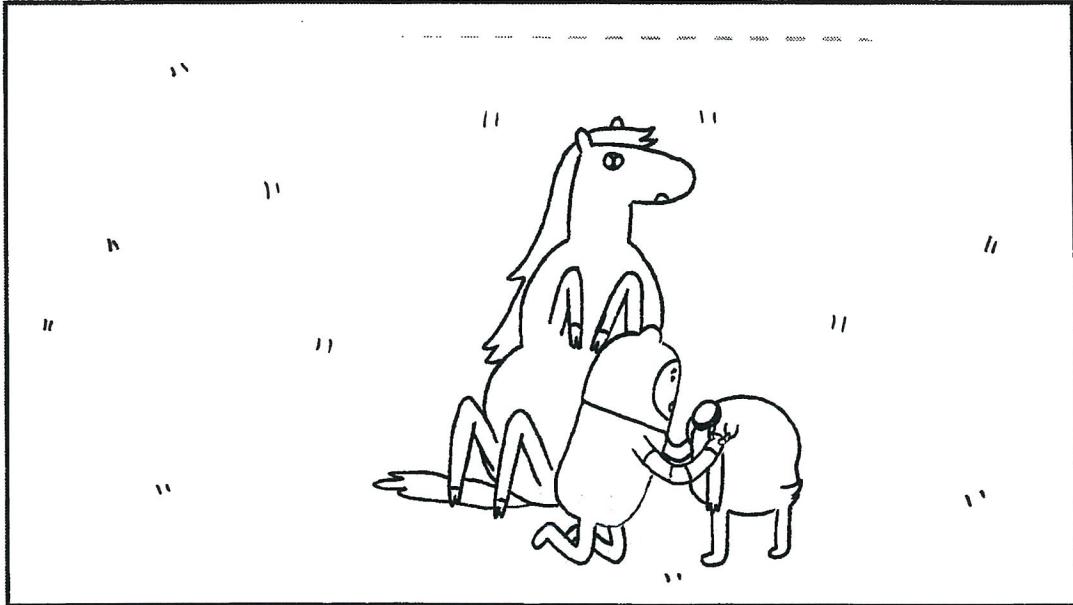
Bg.

day night

Sc. 26 *cont* Pnl. B

Bg.

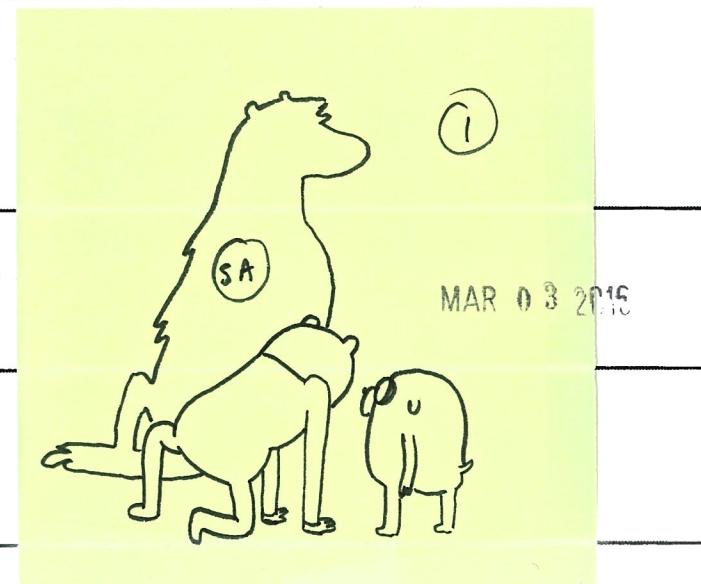
day night



Dialog:

- FINN STANDS UP.

Action:



Timing:

Production:

1042 247

EPISODE # LU42-247

1042 247

# ADVENTURE TIME



Page 44

Sc. 26 cont Pnl. C

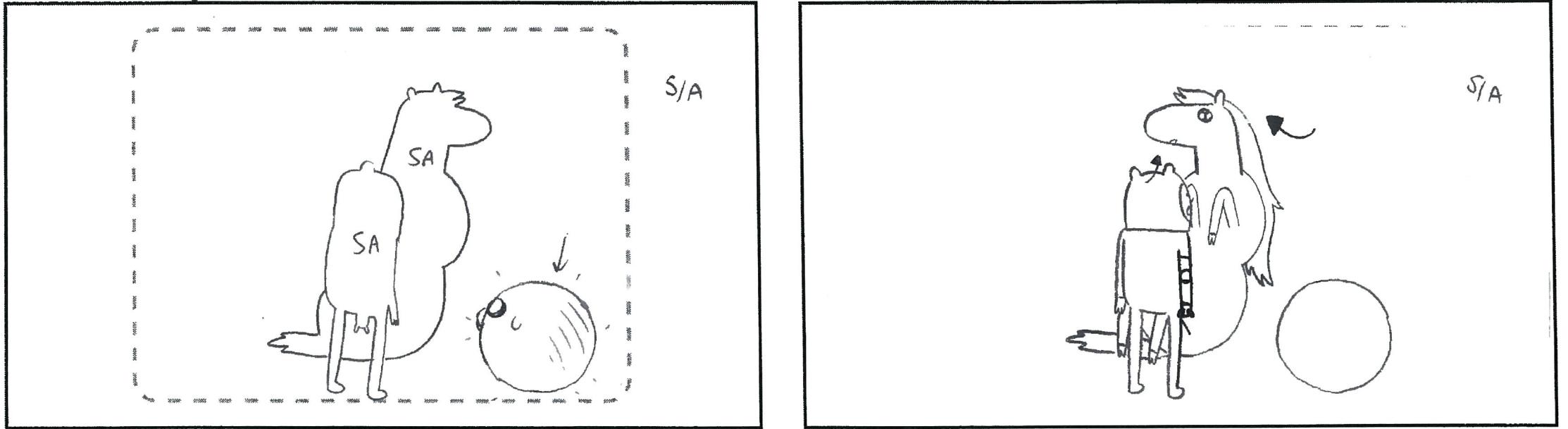
Bg.

day night

Sc. 26 cont Pnl. D

Bg.

day night



## Dialog:

SIX: \* STRETCH \*

Action: JAKE BECOMES BALL SHAPE

JB TURNS AWAY AND STARES INTO  
NOTHINGNESS. UNMOVING.

MAR 03 2016

## Timing:

Production:

1042 247

# ADVENTURE TIME



Page 45

Sc. 26 cont Pnl. E

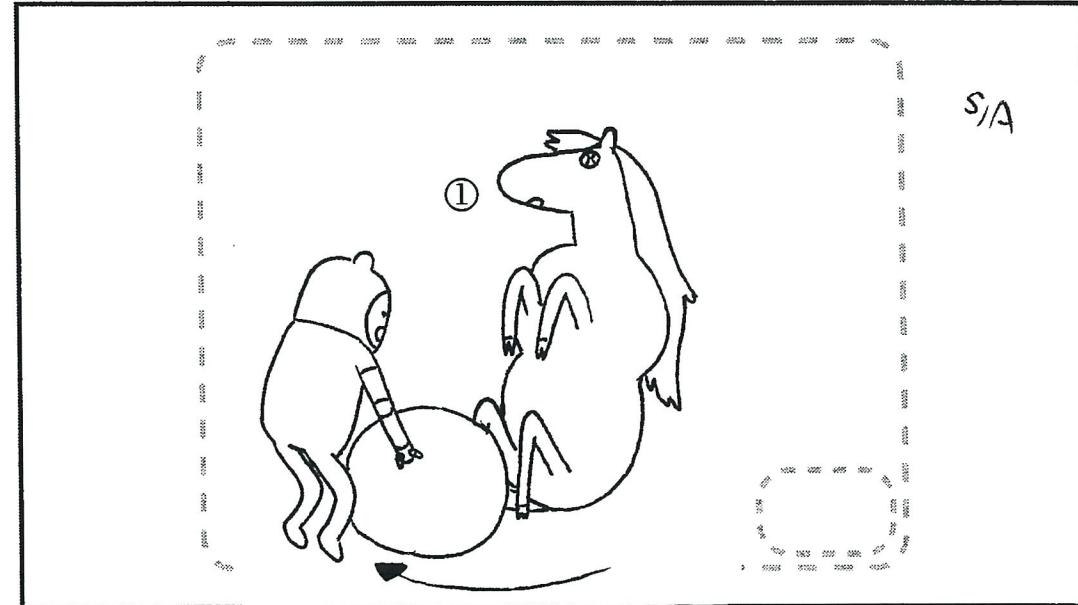
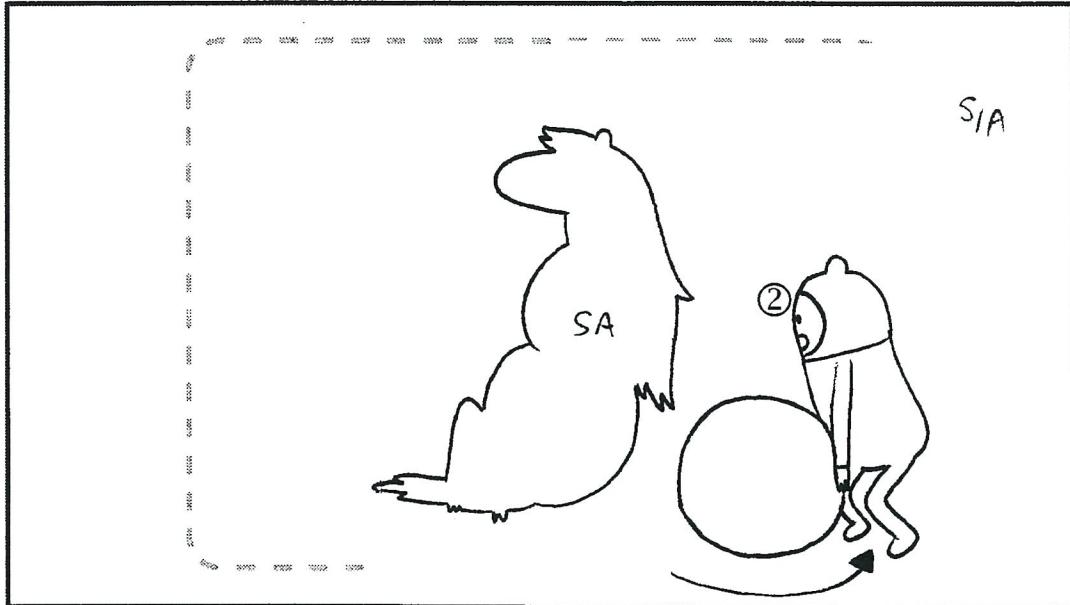
Bg.

day night

Sc. 26 cont Pnl. F

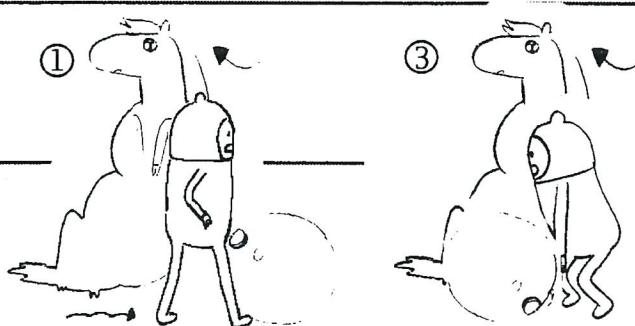
Bg.

day night



Dialog:

Action:



- F. ROLLS JAKE IN FRONT of JB. ②

MAR 03 2016



Timing:

Production:

1042 247

1042-247

EPISODE #

1042 247

# ADVENTURE TIME



Page 46

Sc. 26 cont Pnl. G

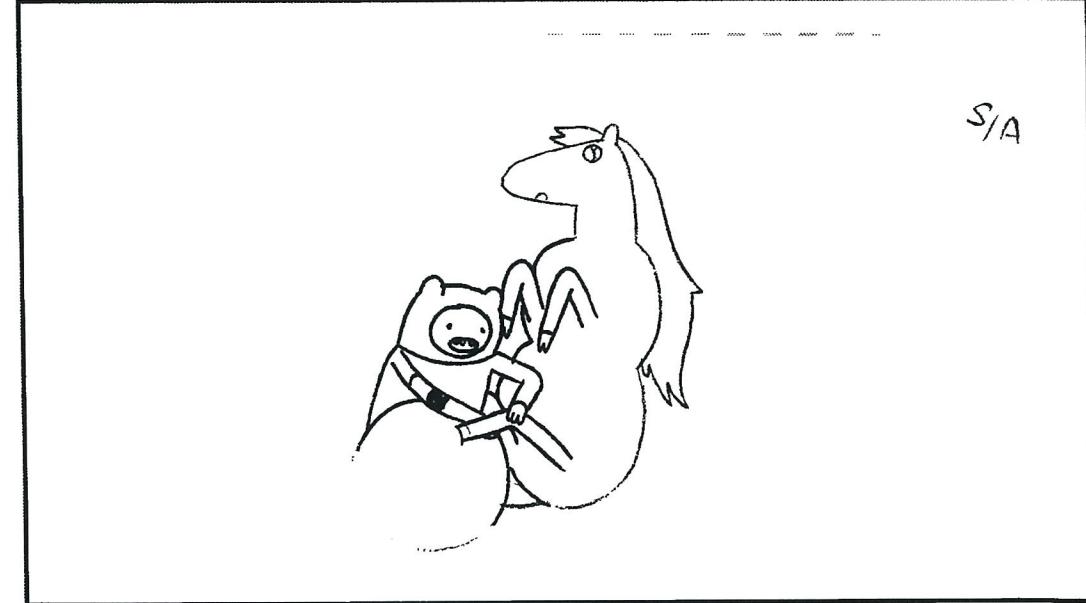
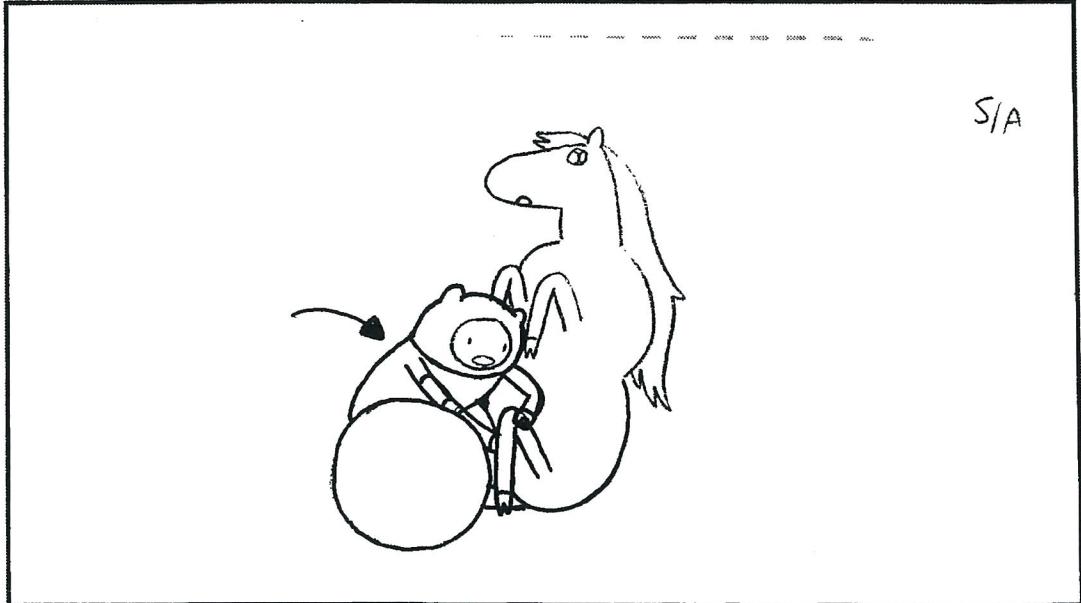
Bg.

day night

Sc. 26 cont Pnl. H

Bg.

day night



1042 241

Dialog:

Action:  
- FINN GRABS JB'S LEGS AND PLACES  
THEM ONTO A SQUISHY JAKE.

MAR 03 2016

Timing:

Production:

1042 747

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# ADVENTURE TIME

Sc. 26 *cont* Pnl. I

Bg.



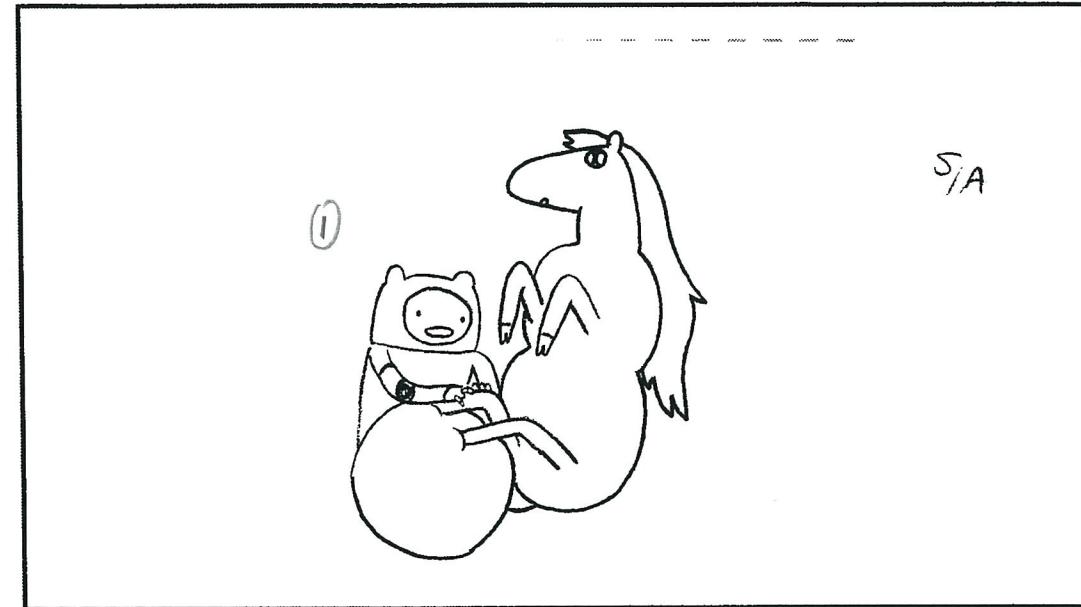
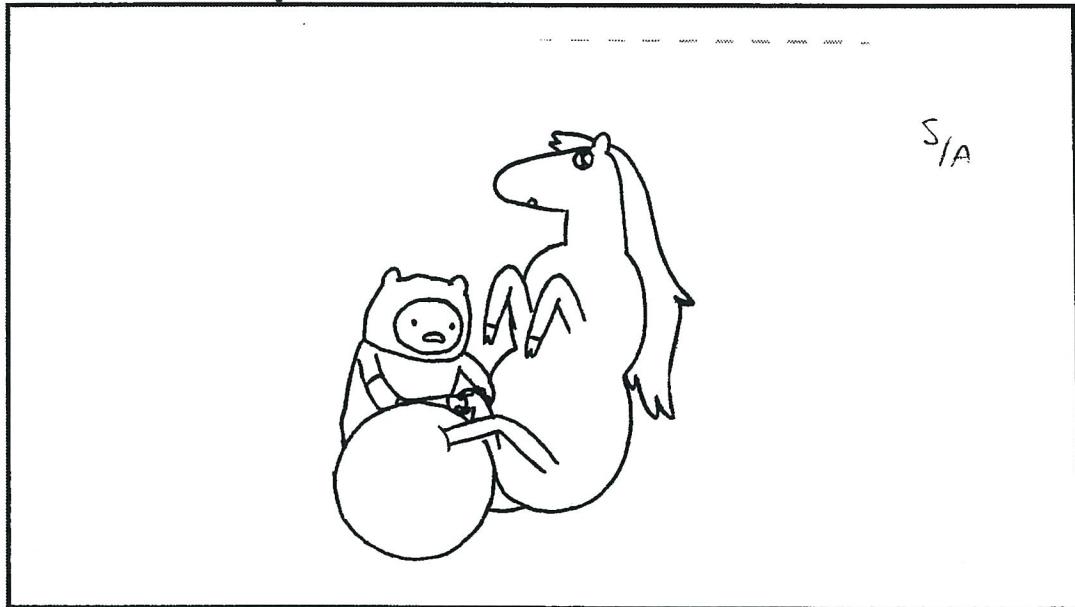
day night

Sc. 26 *cont* Pnl. J

Bg.

day night

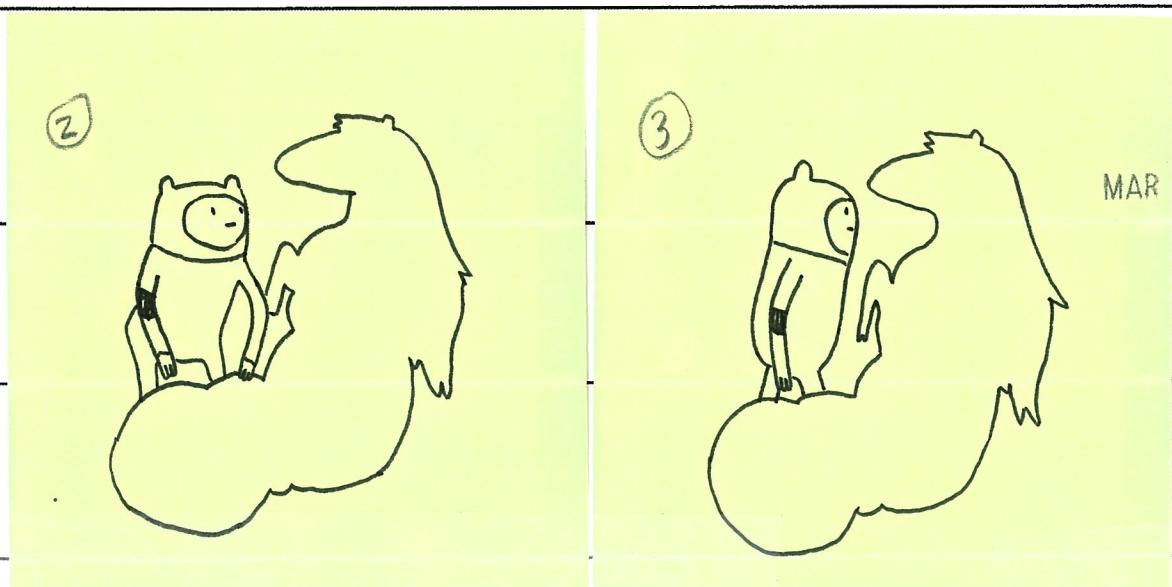
Page 47



Dialog:

Action:

Timing:



Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 26 cont Pnl. K

Bg.

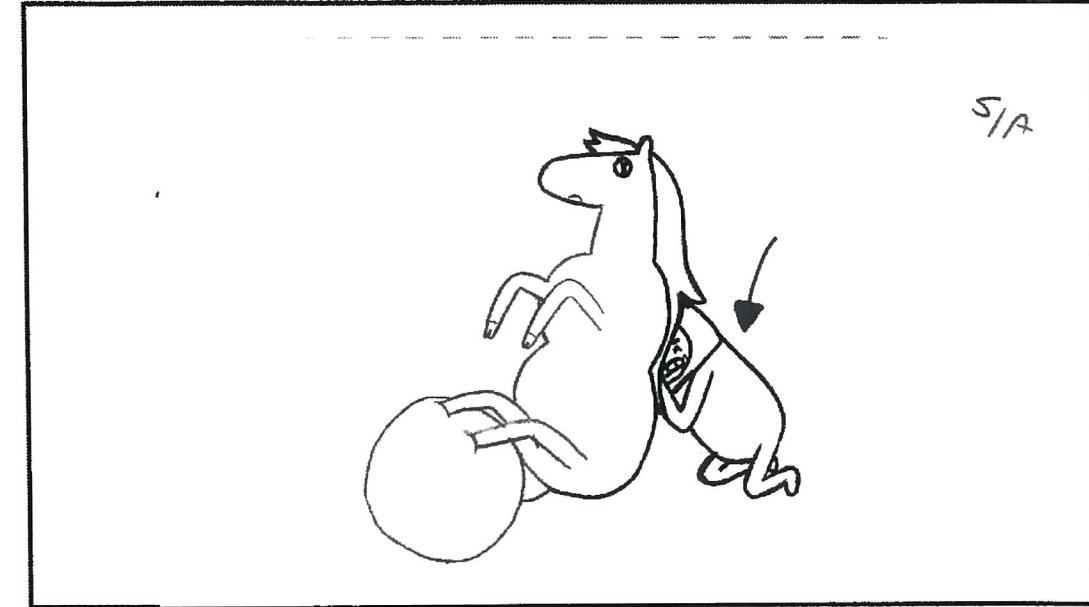
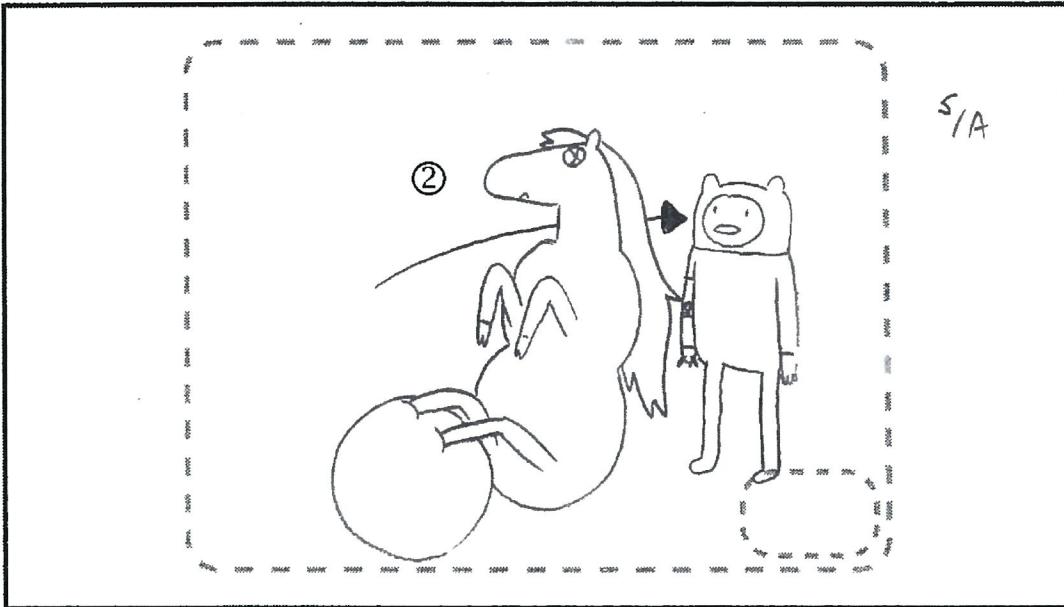
day night

Sc. 26 cont Pnl. L

Bg.

day night

Page 48



Dialog:

F: [ QUIET STRAIN ]

Action: - FINN GETS BEHIND JB



FINN TRIES TO PUSH JB ONTO JAKE/BALL

MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME

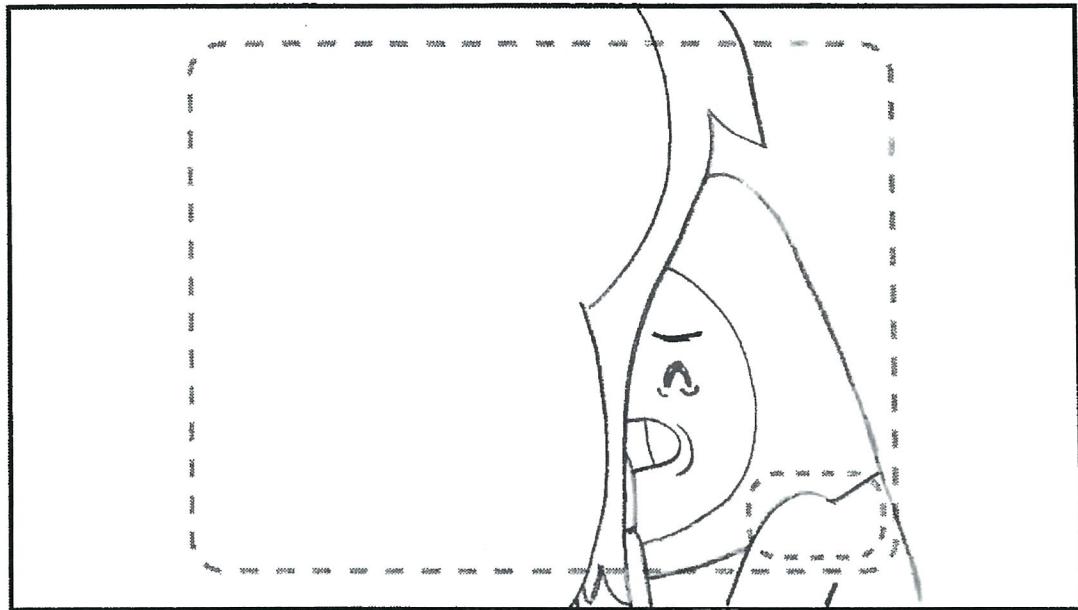


Sc. 27

Pnl. A

Bg.

day night



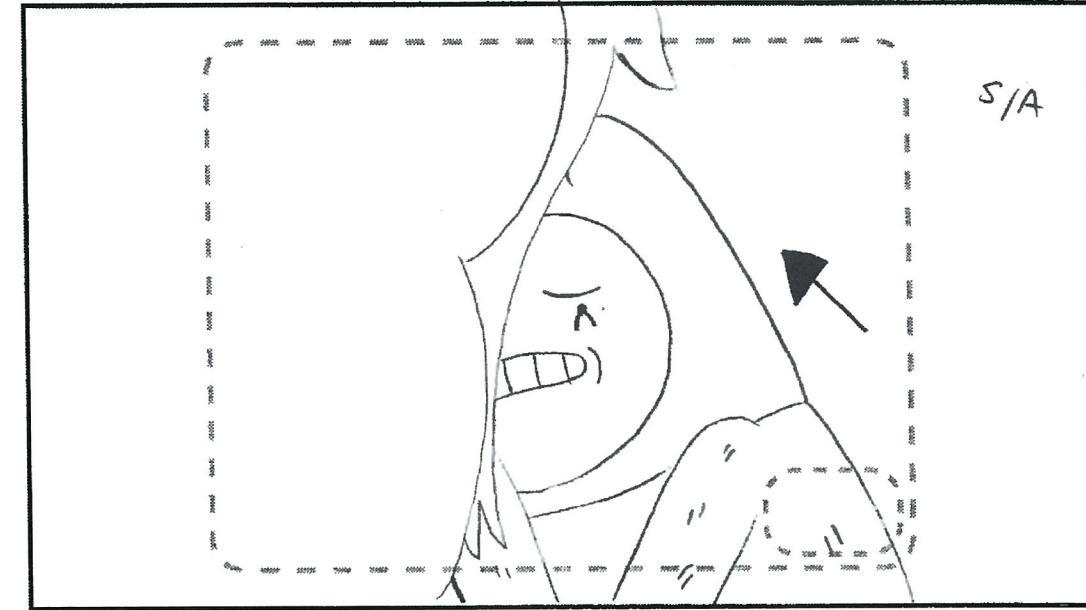
Sc. 27 cont

Pnl. B

Bg.

day night

Page 49



Dialog:

F: YUUAHHH...

Action:

MAR 03 2016

Timing:

Production:

# ADVENTURE TIME



Page 50

Sc. 28

Pnl. A

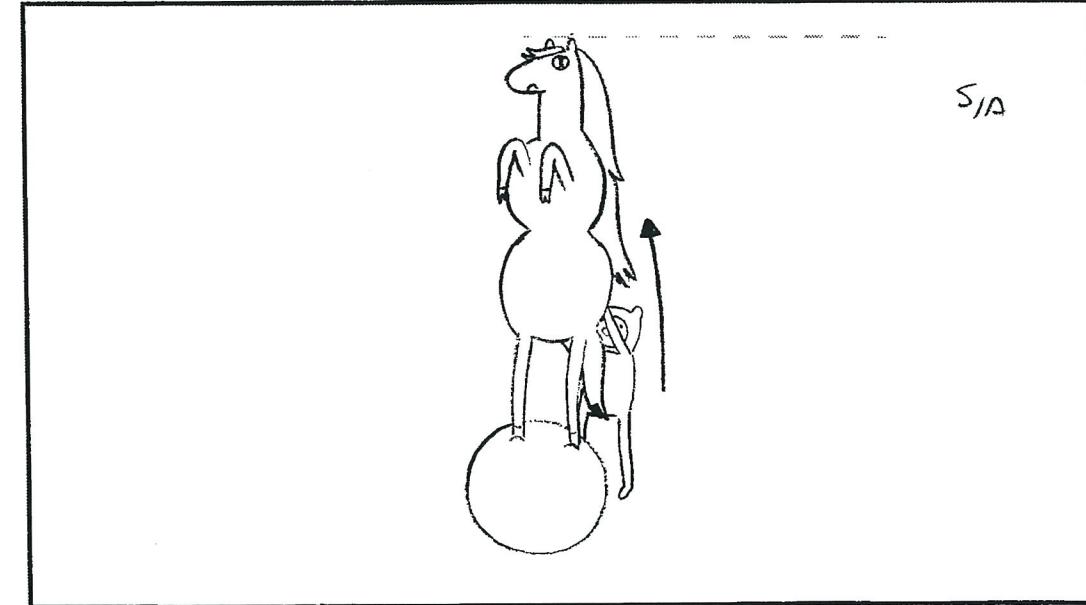
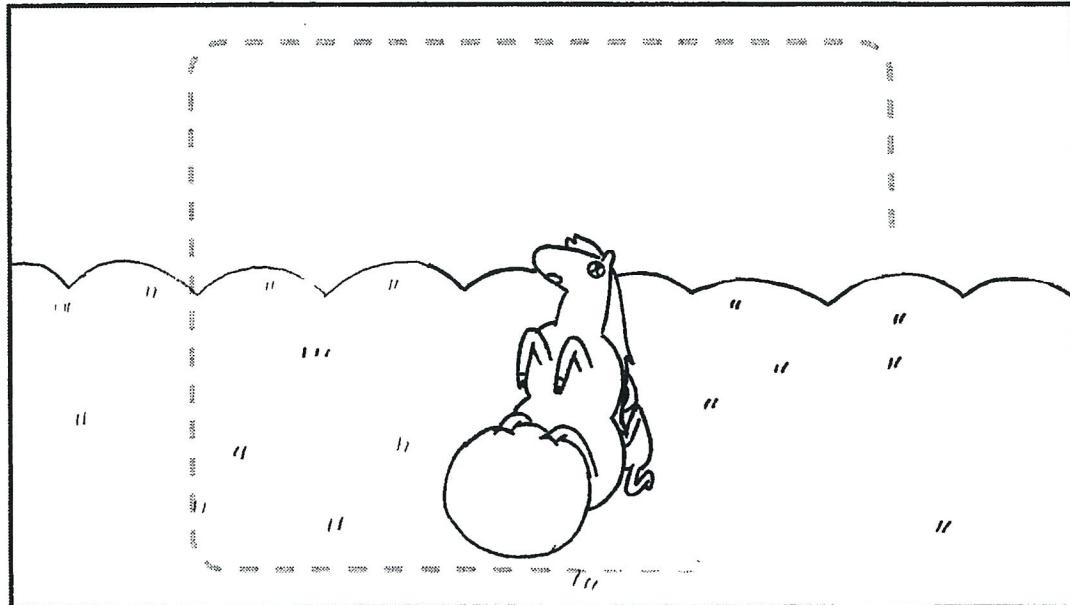
Bg.

day night

Sc. 28 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

- F. LIFTS JB UPRIGHT ON TOP of ISLE.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

1042 247

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# ADVENTURE TIME



Page 51

Sc. 28 ~~cont~~ Pnl. C

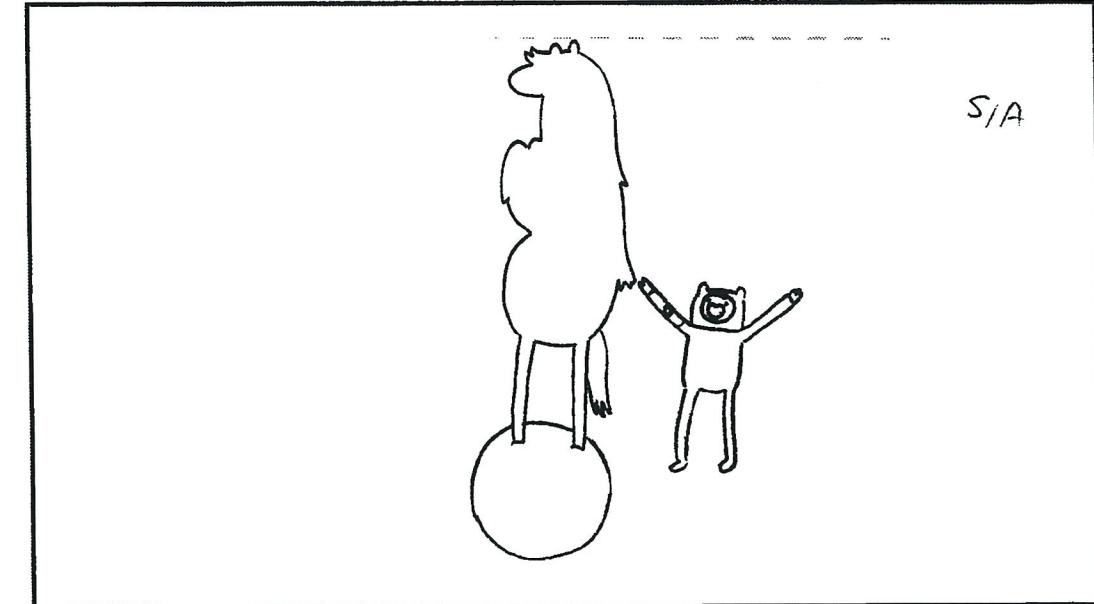
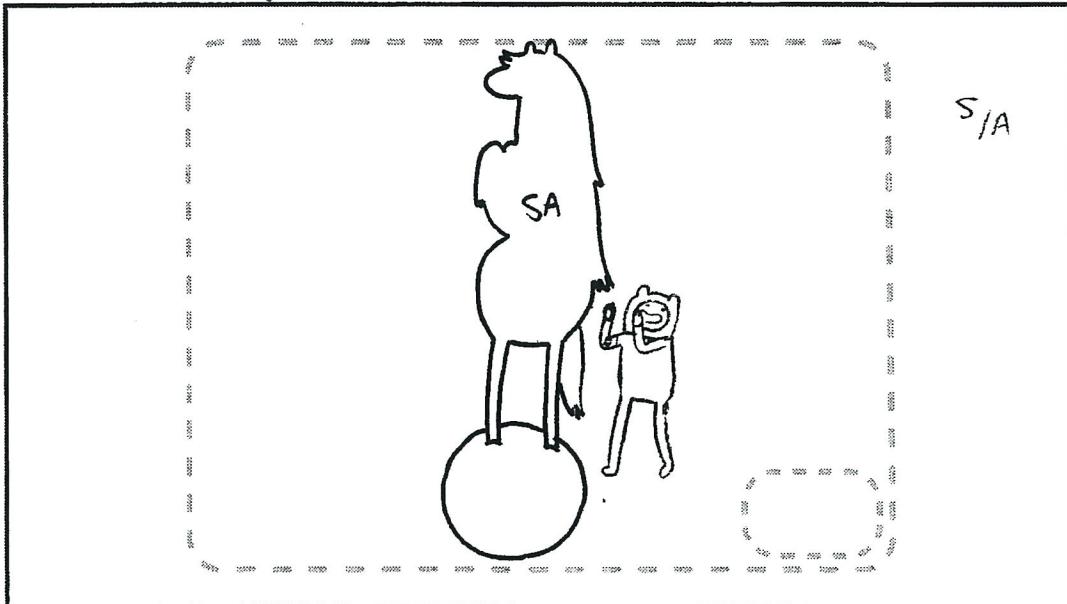
Bg.

day night

Sc. 28 ~~cont~~ Pnl. D

Bg.

day night



Dialog:

E: HE'S DOING IT!!!

Action:

MAR 03 2016

Timing:

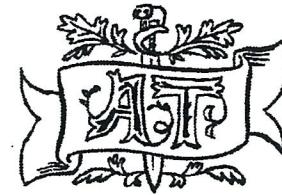
Production:

1042 247

EPISODE # LU42-247

1042 247

# ADVENTURE TIME



Page 52

Sc. 28 *cont* Pnl. E

Bg.

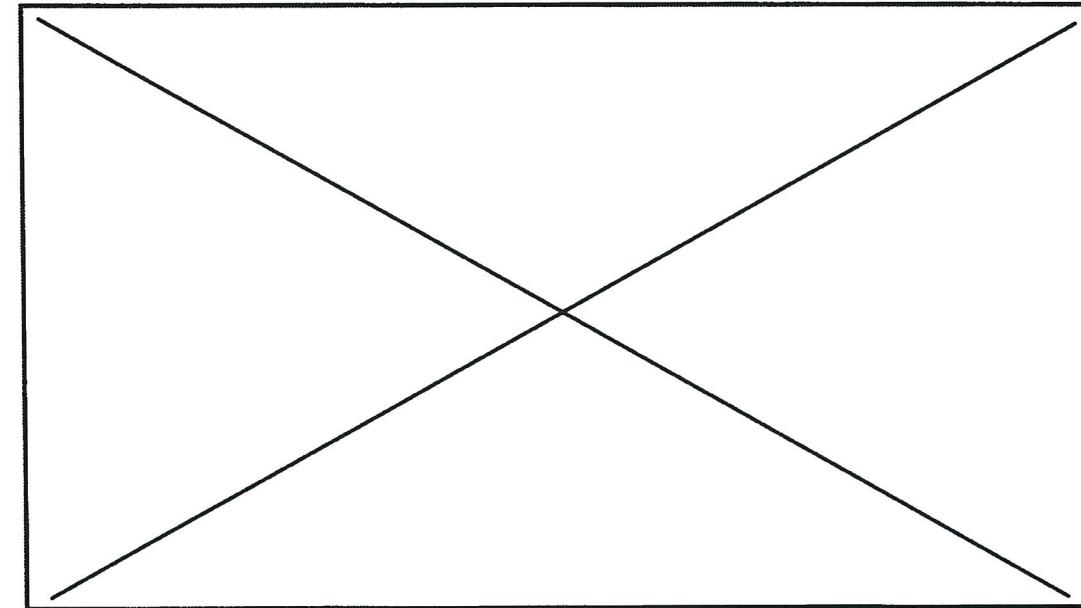
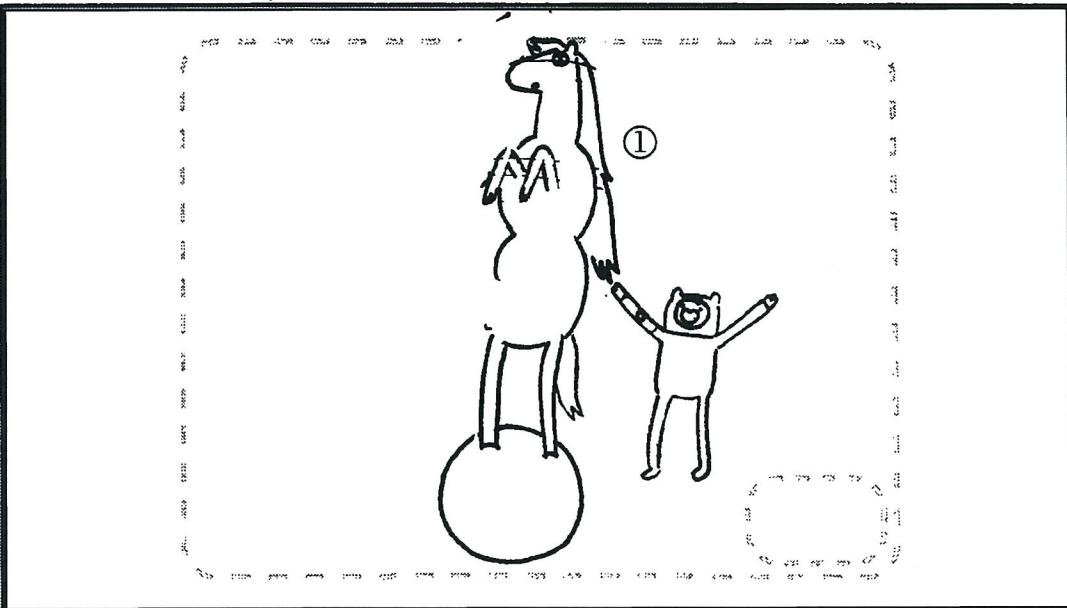
day night

Sc.

Pnl.

Bg.

day night



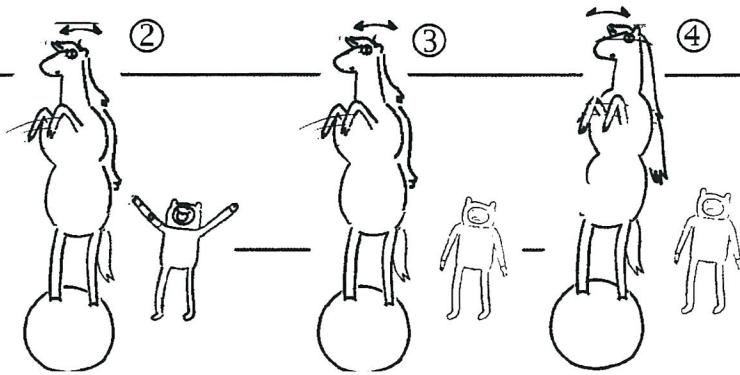
Dialog:

Action:

JB WOBBLIES.

MAR 03 2016

Timing:



Production:

EPISODE # 1042-247

1042 247

1042 247

## ADVENTURE TIME

Page 53

Sc. 28 cont Pnl. F

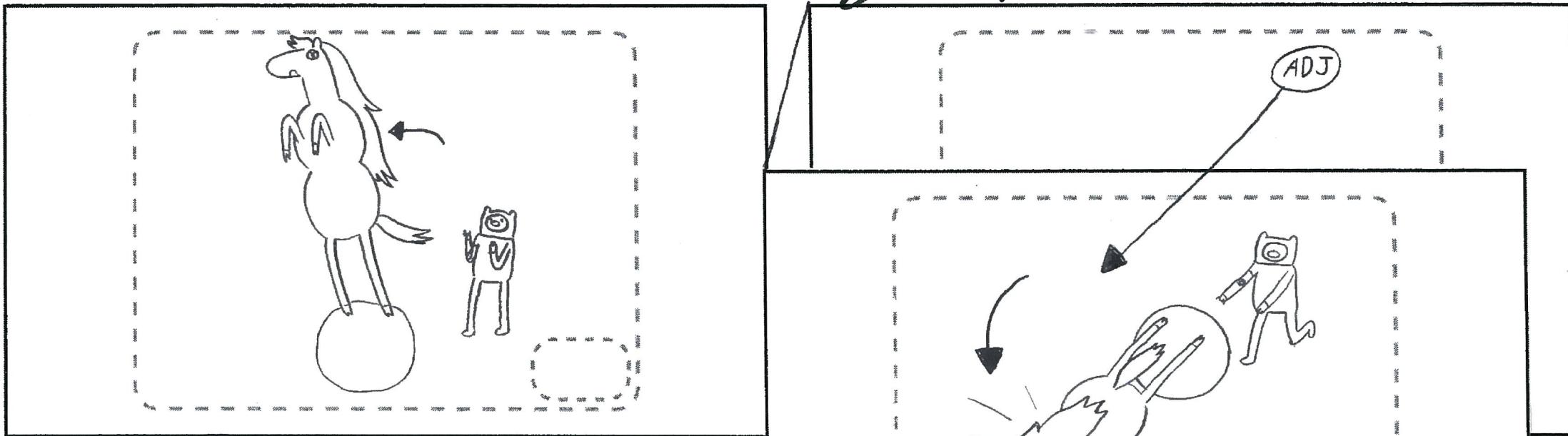
Bg.

day night

Sc. 28 cont Pnl. G

Bg.

day night



Dialog:

SFX:

\*WHAM!\*

Action:

BMO: Oh Glob, no!

MAR 03 2016



Timing:

- JB FALLS OVER JAKE, HITS GROUND HARD.
- ADJ. w/ JB.

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME

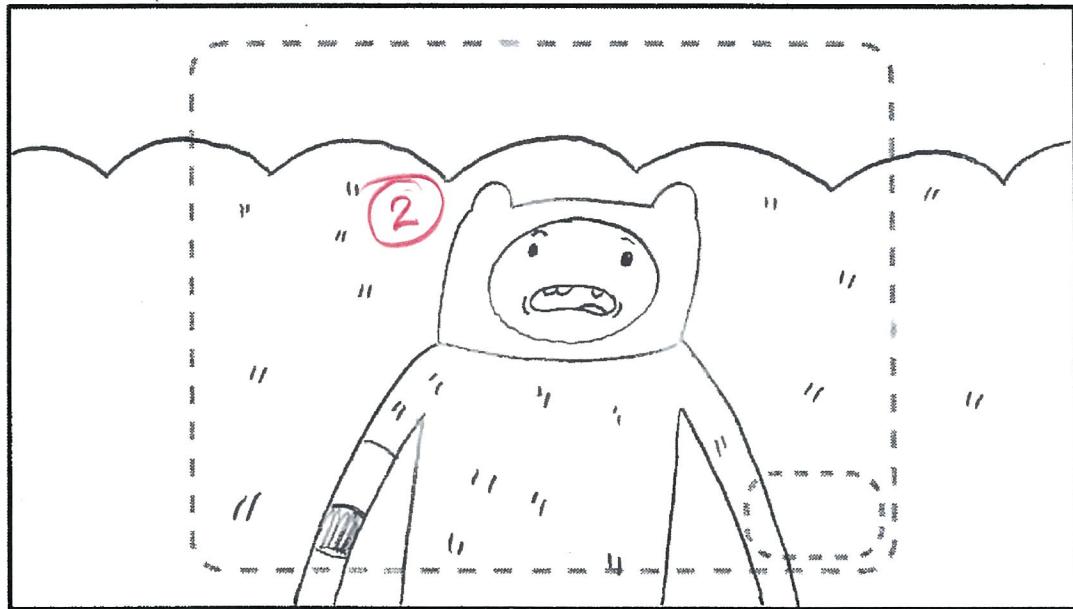


Sc. 29

Pnl. A

Bg.

day night

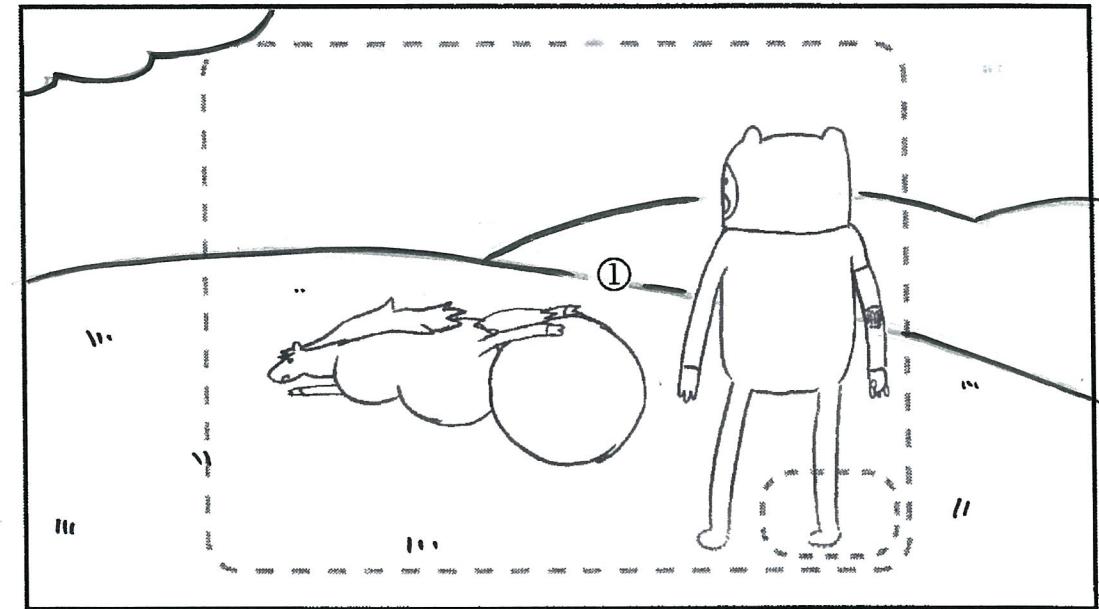


Sc. 30

Pnl. A

Bg.

day night



Page 54

1042247

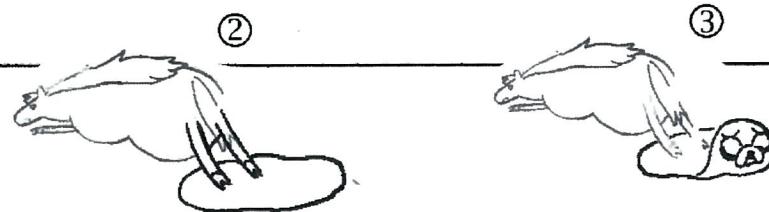
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Dialog: E: [GASP] I'M SORRY!



MAR 03 2016

Action:



Timing:

Production:

1042247

1042247

EPISODE # 1042-247

## ADVENTURE TIME

Page 55Sc. 30 cont Pnl. B

Bg.

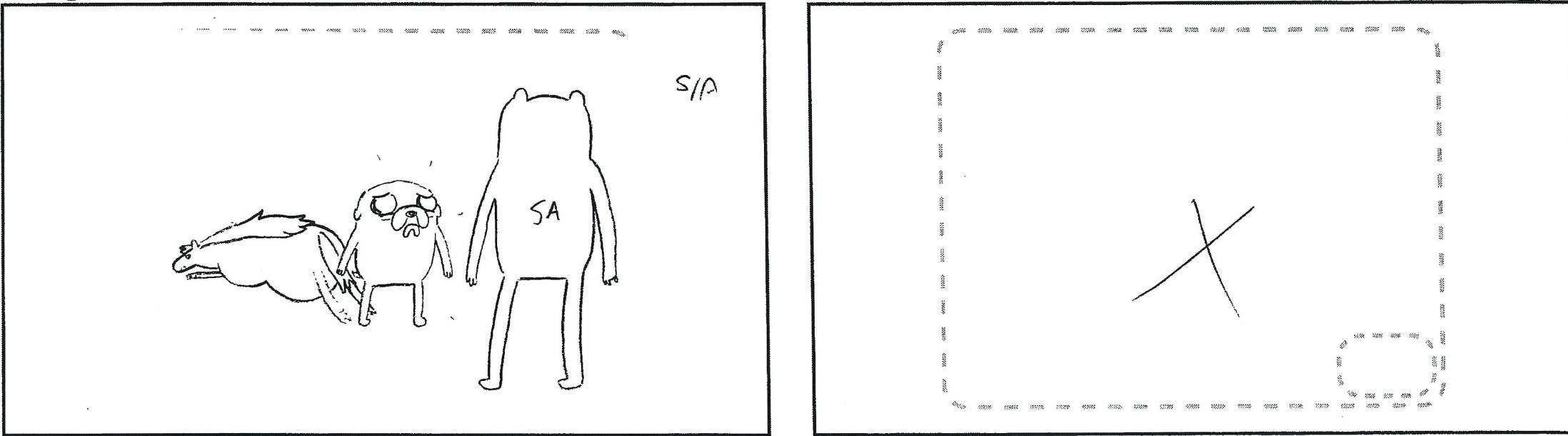
day night

Sc.

Pnl.

Bg.

day night



Dialog:  
 J: Finn, THIS AIN'T GONNA WORK!

Action: JAKE TURNS BACK TO NORMAL.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 30 *cont* Pnl. C

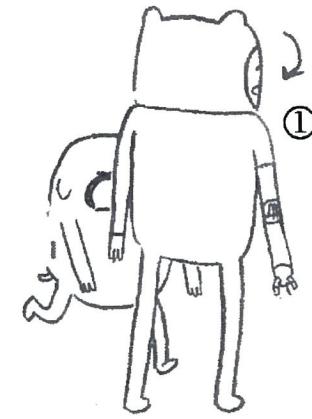
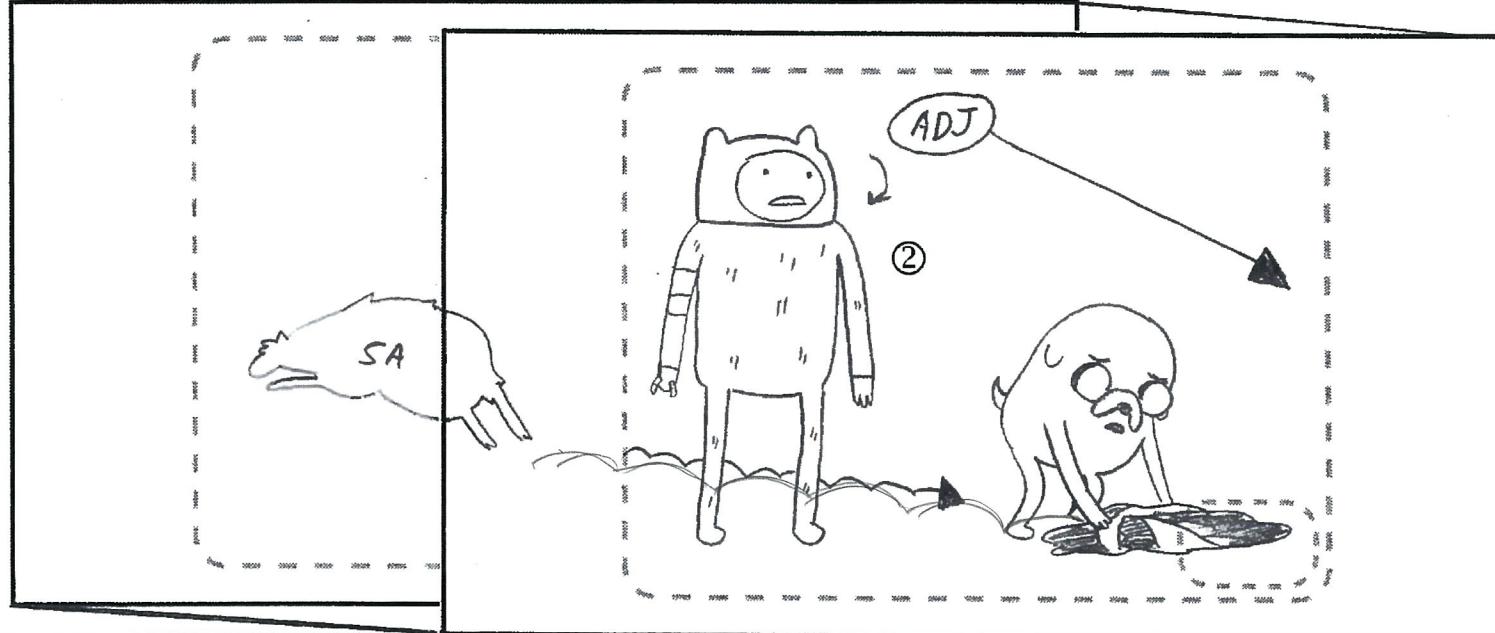
day night Sc.

Pnl.

Page 56

Bg.

day night



**Dialog:**

Jake: Not without this

**Action:**

- J. RUNS OVER TO BEACH BALL.
- ADJ. w/JAKE.

MAR 03 2016

**Timing:**

Production:

# ADVENTURE TIME



Page 57

Sc. 30 *cont* Pnl. D

Bg.

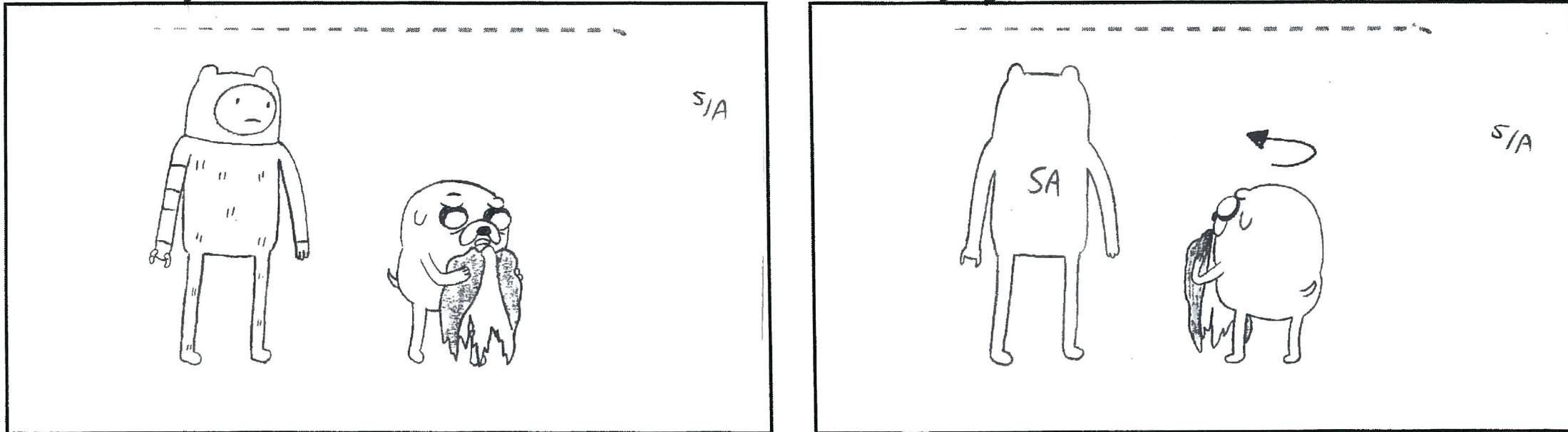
day night

Sc.

30 *cont* Pnl. E

Bg.

day night



**Dialog:**

J: JAMES BAXTER'S AN ARTIST.

**Action:** - JAKE PICKS UP BEACH BALL.

- JAKE TURNS.

MAR 03 2016

**Timing:**

**Production:**

1042 247

1042 247

# ADVENTURE TIME



Page 58

Sc. 31

Pnl. A

Bg.

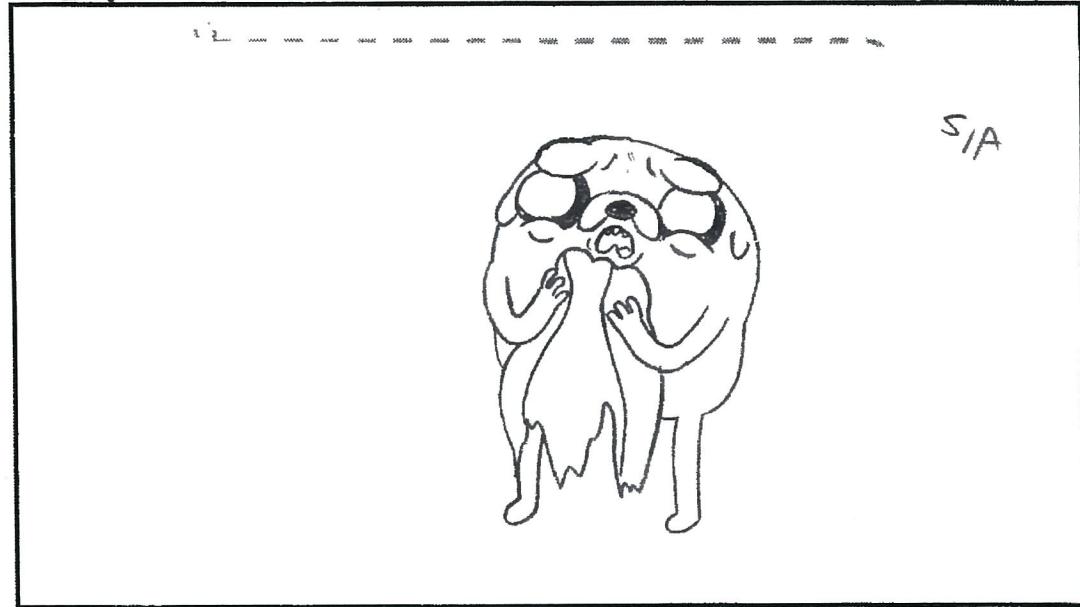
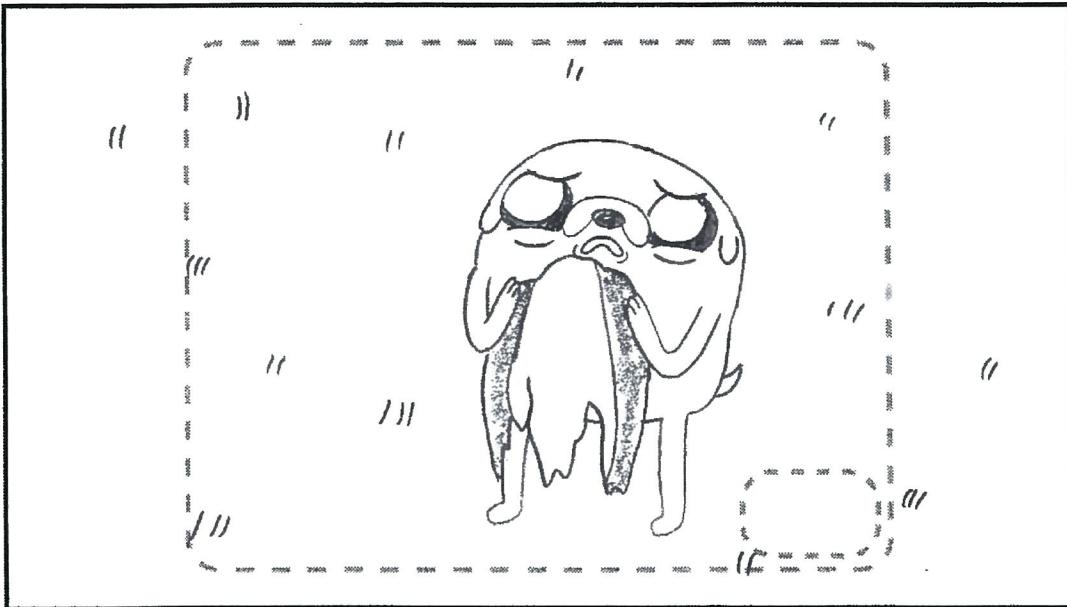
day night

Sc. 31

cont Pnl. B

Bg.

day night



Dialog:

J: HE NEEDS THE PROPER EQUIPMENT  
TO WORK!

Action:

MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME



Page 59

Sc. 32

Pnl. A

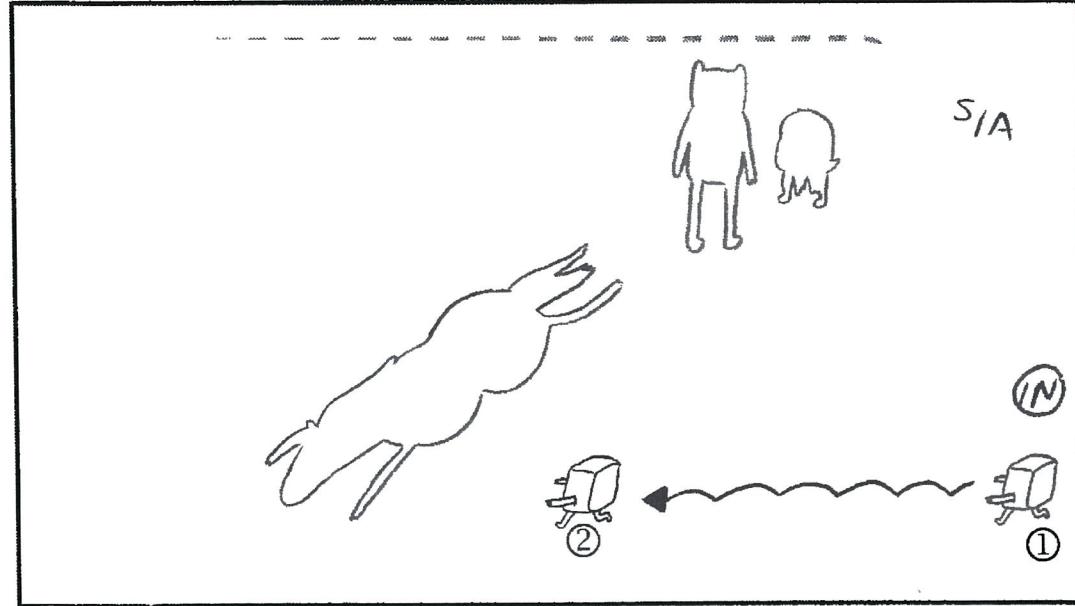
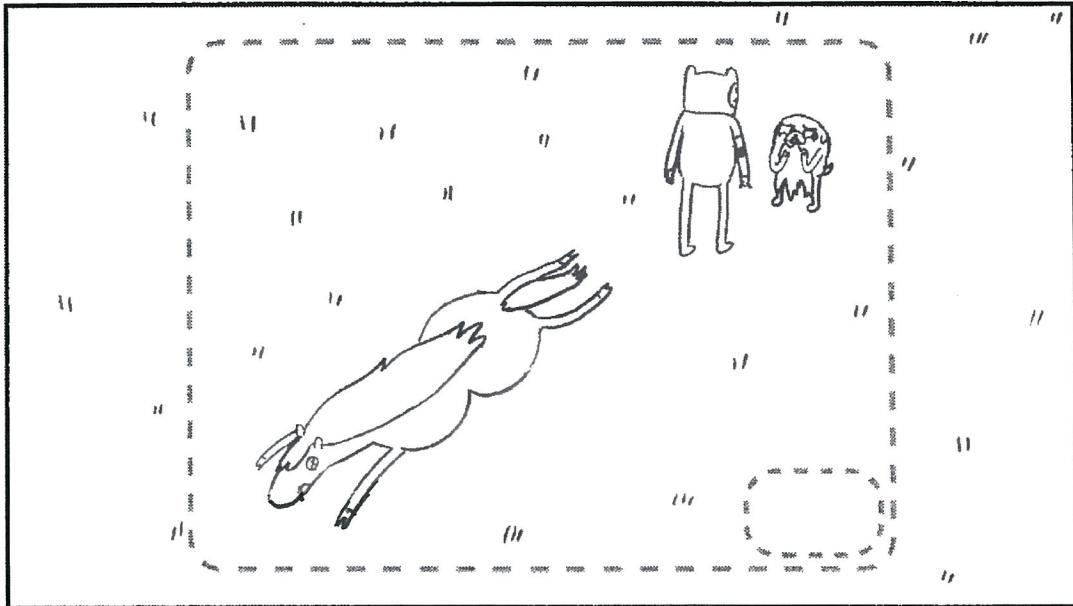
Bg.

day night

Sc. 32 ~~cont~~ Pnl. B

Bg.

day night



Dialog:

J: AND IF WE DON'T HELP HIM... B: OH NO!  
NO ONE WILL BE HAPPY EVER  
AGAIN!

Action:

- BMO RUNS ON/S

MAR 03 2016

Timing:

Production:

1042 247

1042 247

# ADVENTURE TIME



Sc. 32 cont Pnl. C

Bg.

day night

NO SC 34

Page

60

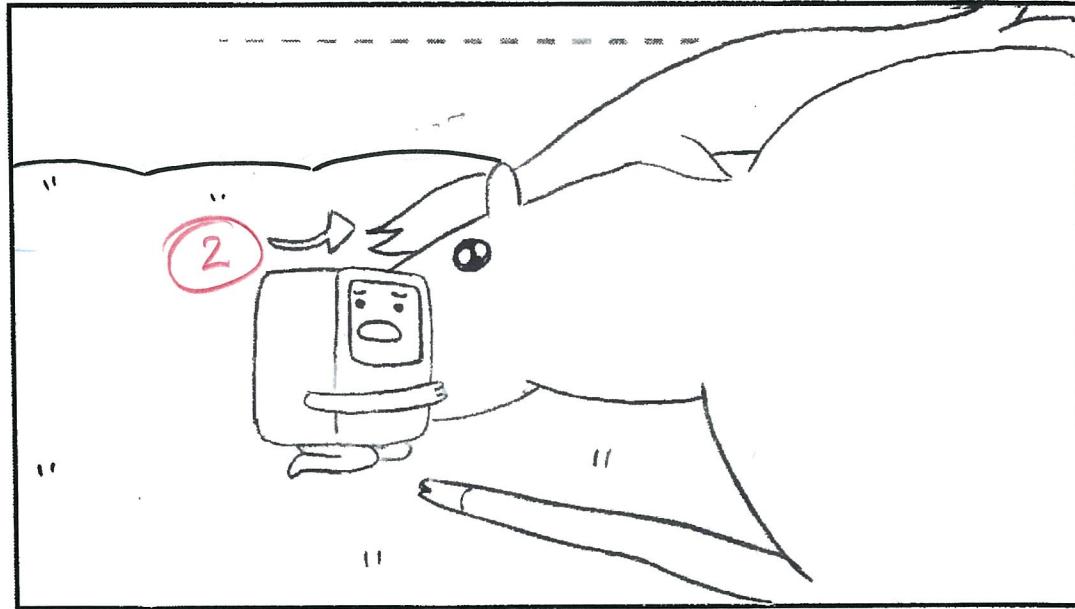
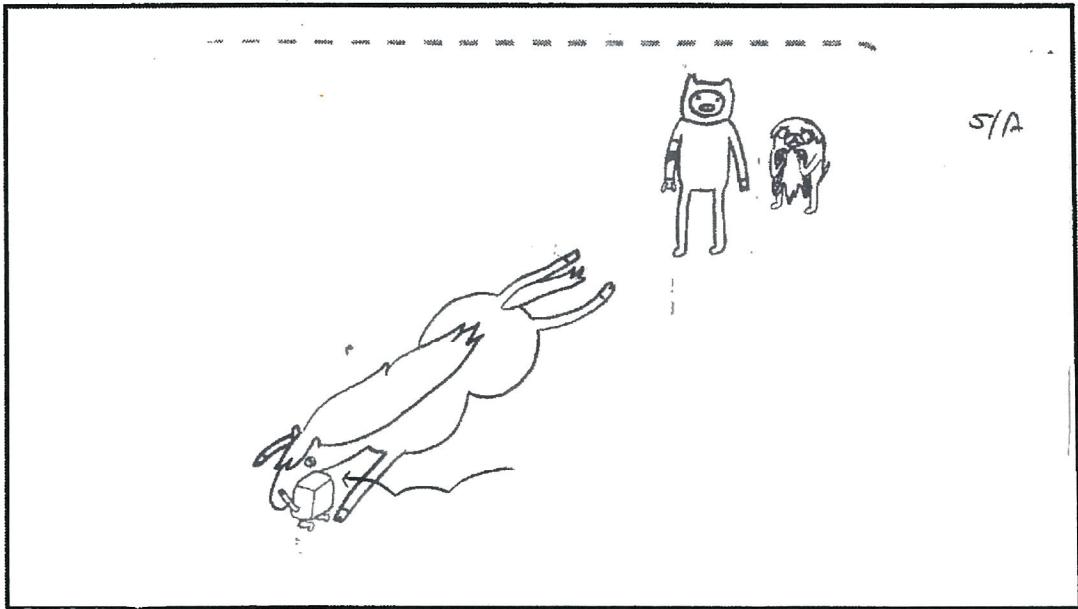
Sc.

33

Pnl. A

Bg.

day night



Dialog:

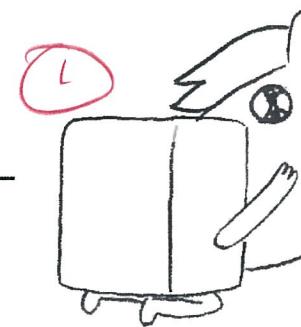
B: Poor James!

Action:

BMO HUGS JAMES BAXTER.

B: WE HAVE TO SAVE THIS  
PRECIOUS UNICORN!

- BMO TURNS.



Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

NO. 35

## ADVENTURE TIME

Sc. 35

Pnl. A

Bg.



day night

Sc. 35

cont Pnl. B

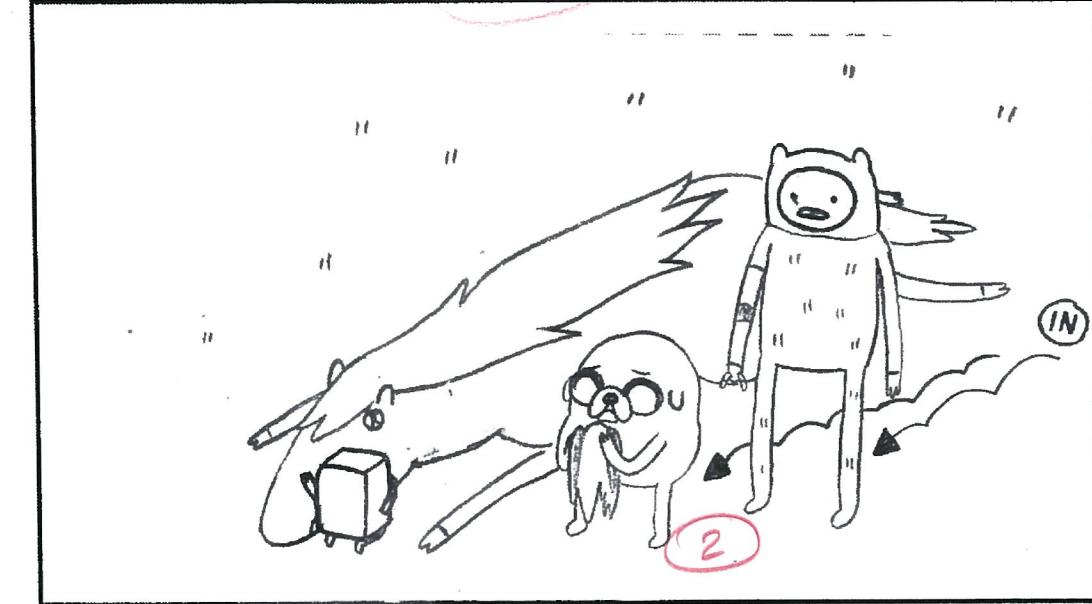
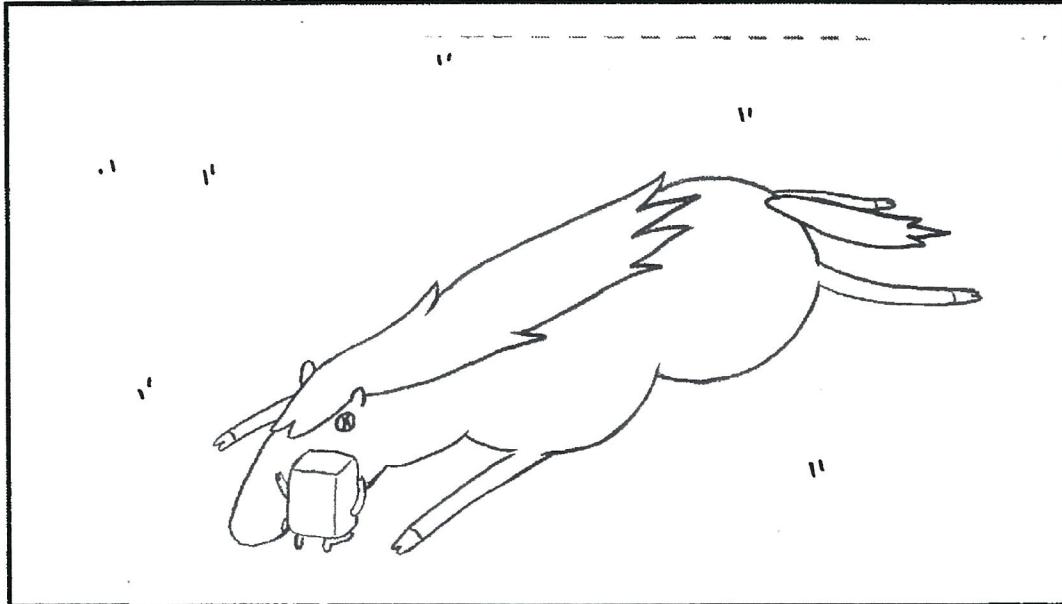
Bg.

Page

61

day

night



## Dialog:

J: C'MON BMO, YOU'RE GOING  
WITH ME.

## Action:

- JAKE + FINN QUICKLY  
WALK ON.

## Timing:



MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page 62

Sc. 36

Pnl. A

Bg.

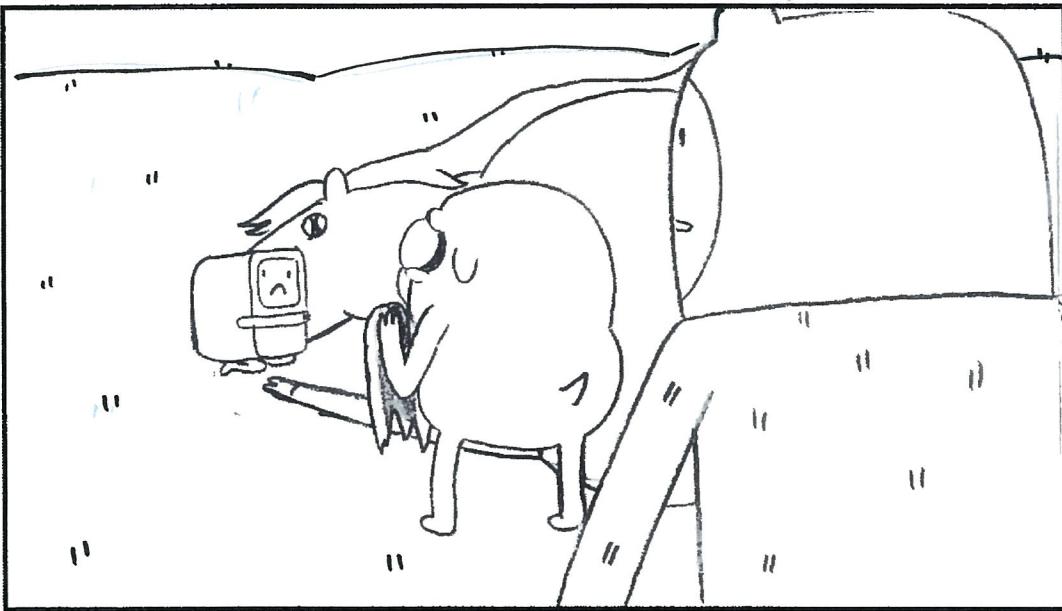
day night

Sc. 36

~~cont~~ Pnl. B

Bg.

day night



Dialog:

J. 'CAUSE YOUR SADNESS IS NOT  
GOING TO HELP JAMES BAXTER.

J. I'M GOING TO FIND A PATCH  
FOR THIS beach BALL.

Action:

- J. TURNS TOWARDS FINN.

MAR 03 2016

Timing:

1042 247

EPISODE # 1042-247

Production:

1042 247

# ADVENTURE TIME



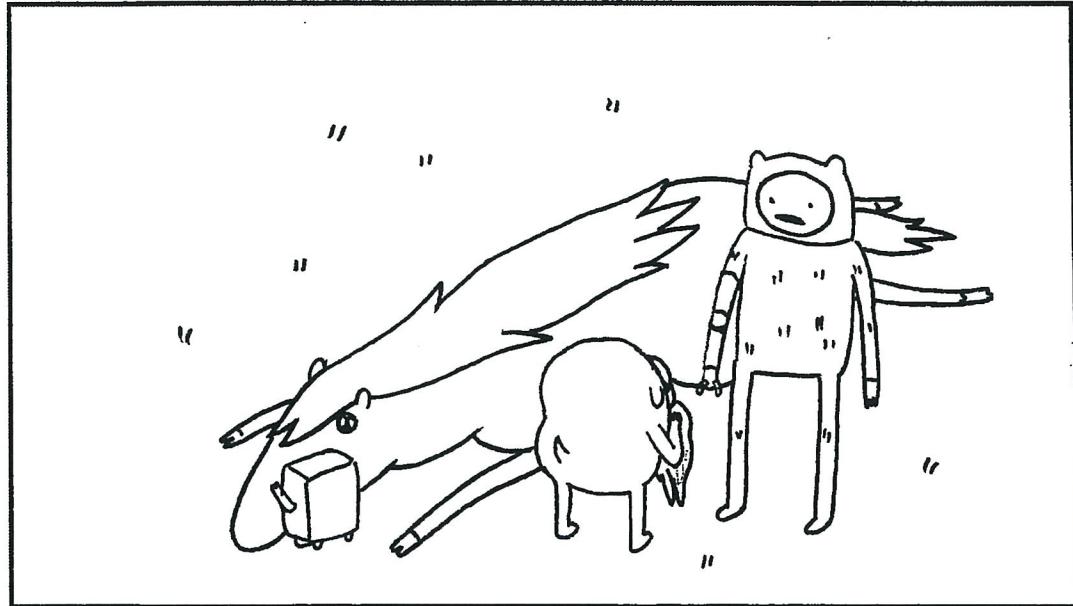
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Sc. 37

Pnl. A

Bg.

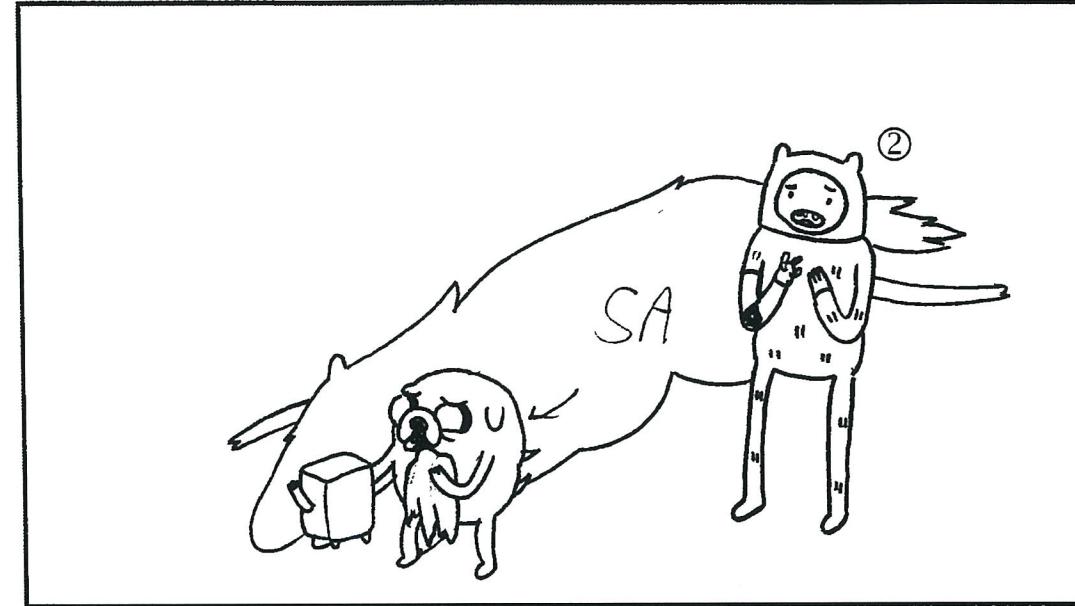
day night



Sc. 37 ~~cont~~ Pnl. B

Bg.

day night



1042 247

Page 63

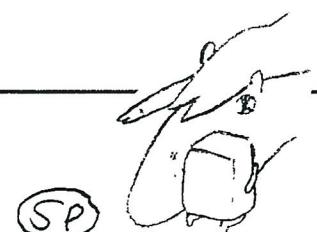
EPISODE # 1042-247

1042 247

Dialog:

F: UH... OKAY.

Action:



- FINN LOOKS NERVOUS.

MAR 03 2016

Timing:



1042 247

Production:

1042 247

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# ADVENTURE TIME



Sc. 37 cont Pnl. C

Bg.

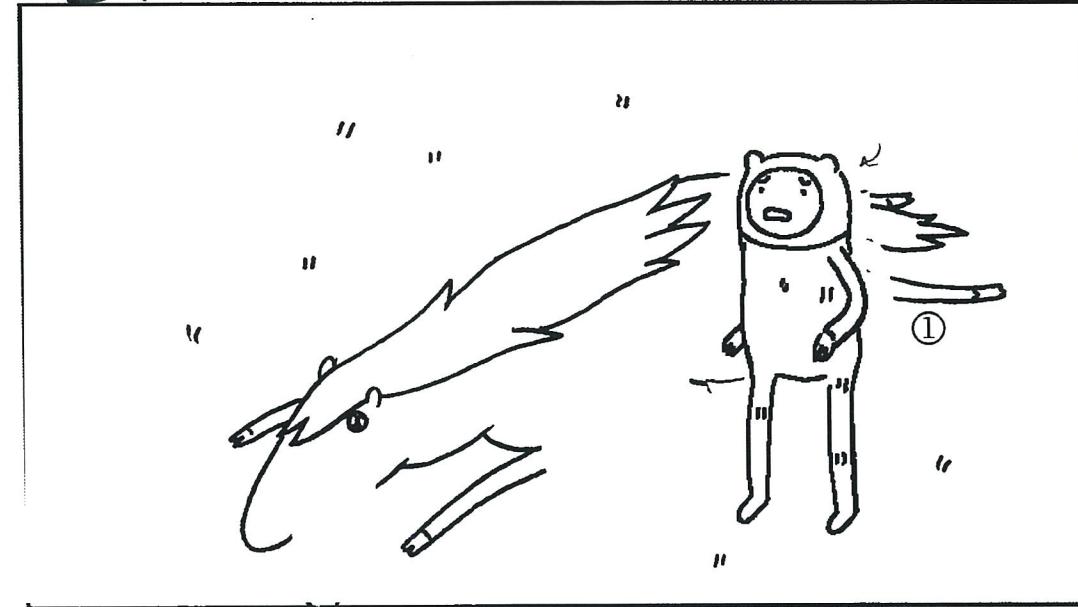
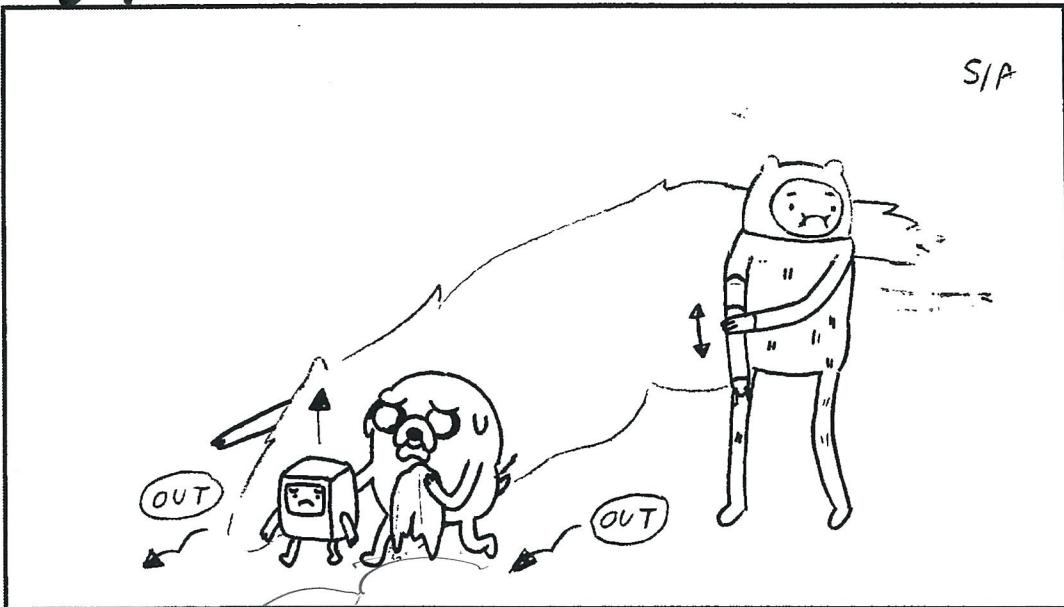
day night

Sc. 37 cont Pnl. D

Bg.

day night

Page 64



Dialog:

F: I'LL WATCH OVER JAMES  
BAXTER!

Action: - FINN RUBS ARM.



- J. LEADS BMO OFF/S.



Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

042 247

1042 247

## ADVENTURE TIME

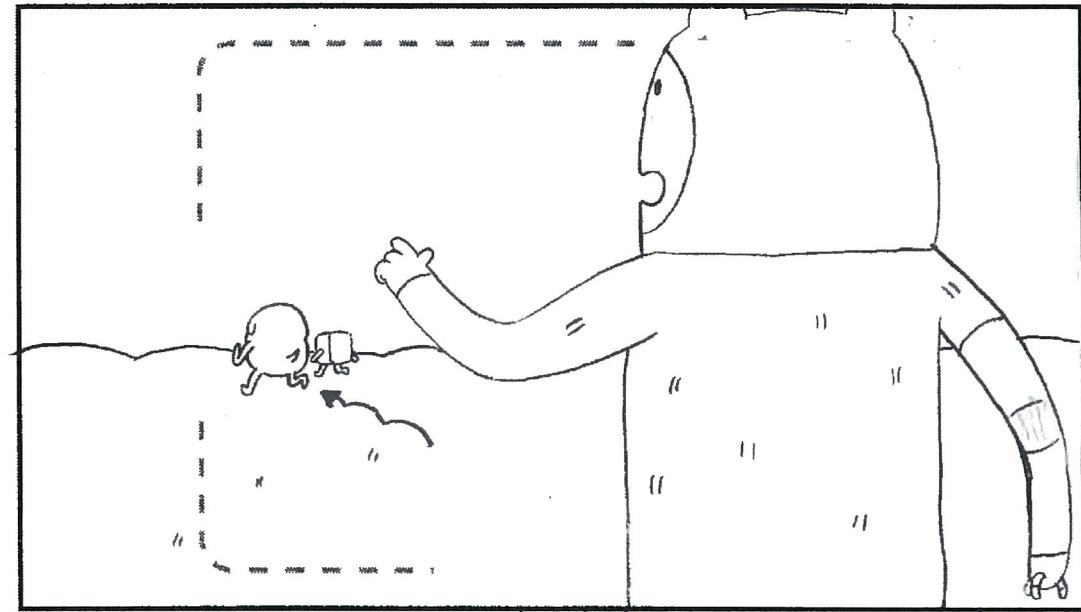
Page 65

Sc. 38

Pnl. A

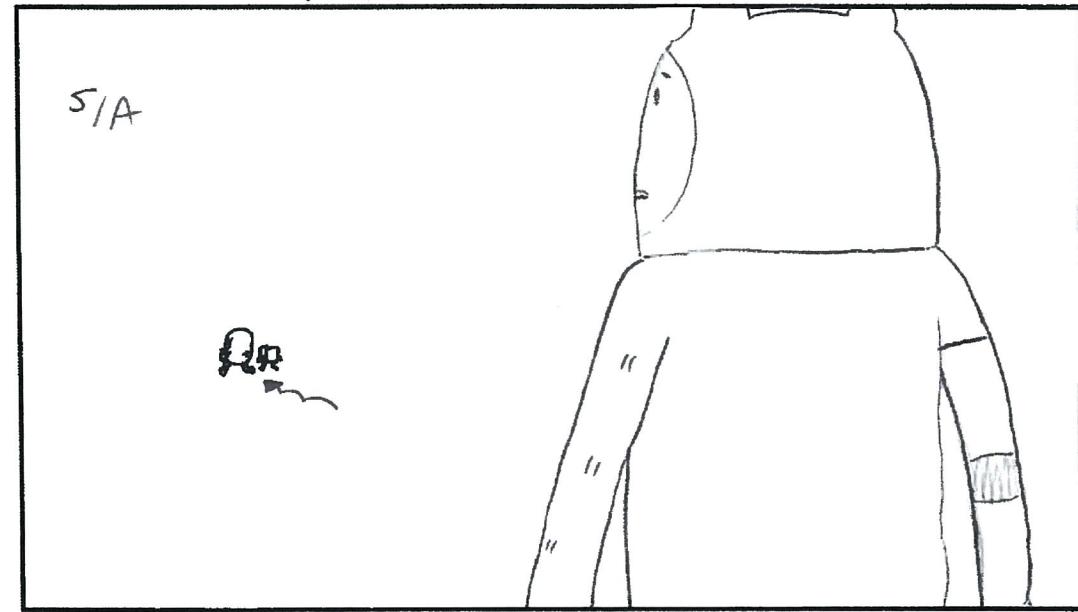
Bg.

day night

Sc. 38 *cont* Pnl. B

Bg.

day night



## Dialog:

(J) TRY TO CHEER HIM UP, MAN.

## Action:

- J. + BMO RUN INTO DISTANCE.

MAR 03 2016

## Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 39

Pnl. A

Bg.

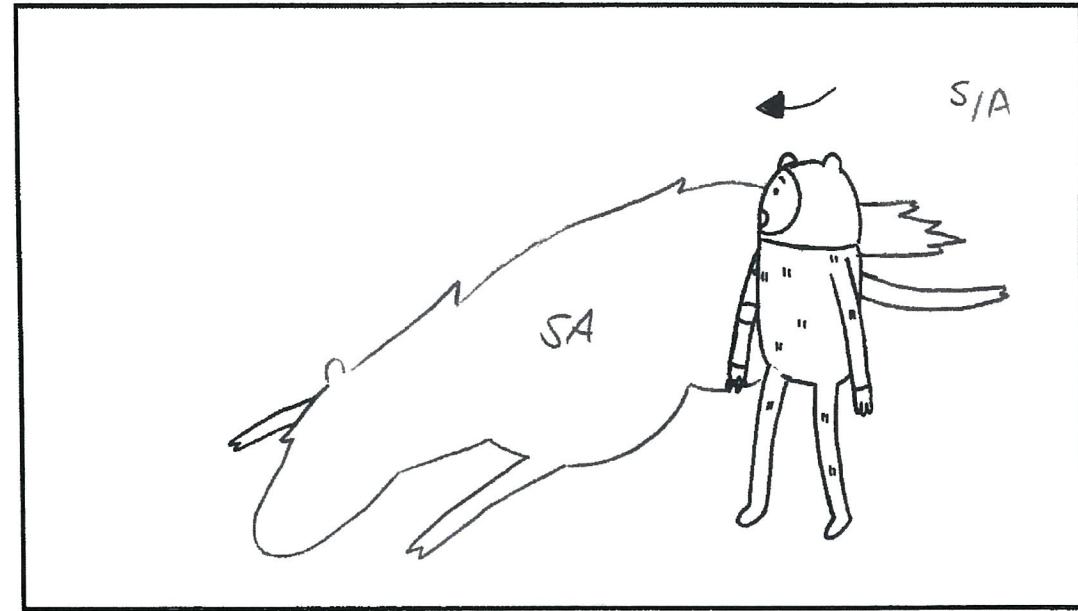
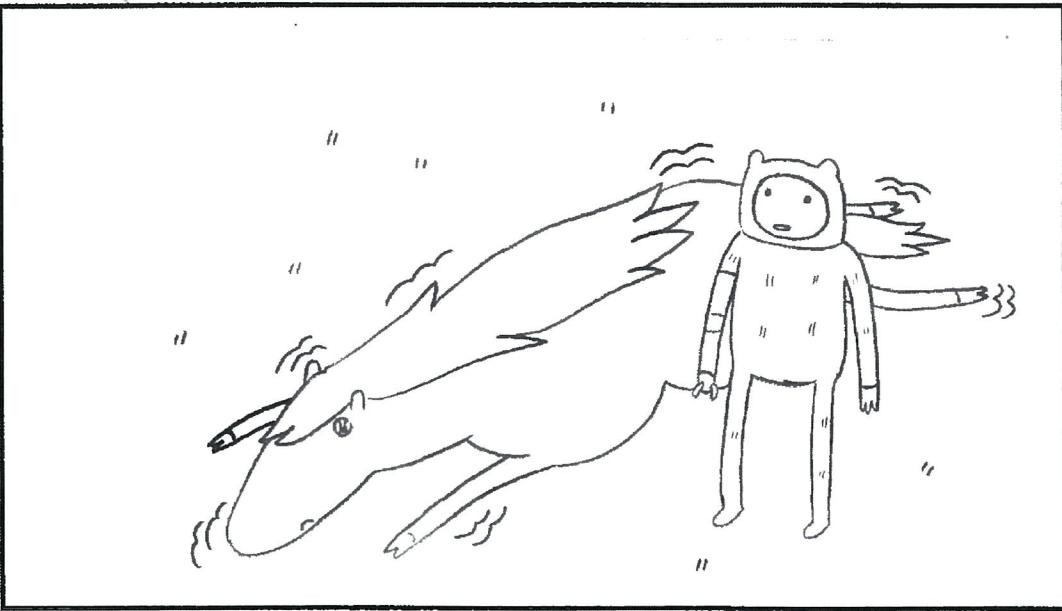
day night

Sc. 39 ~~cont~~ Pnl. B

Bg.

day night

Page 66



1042 247

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Dialog:

Finn: (Whispers) Cheer him up...

Action: JB SHAKING

MAR 03 2016

Timing:

Production:

1042 247

1042 247

EPISODE #

1042 247

1042 247

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# ADVENTURE TIME



Page 67

Sc. 39 cont Pnl. C

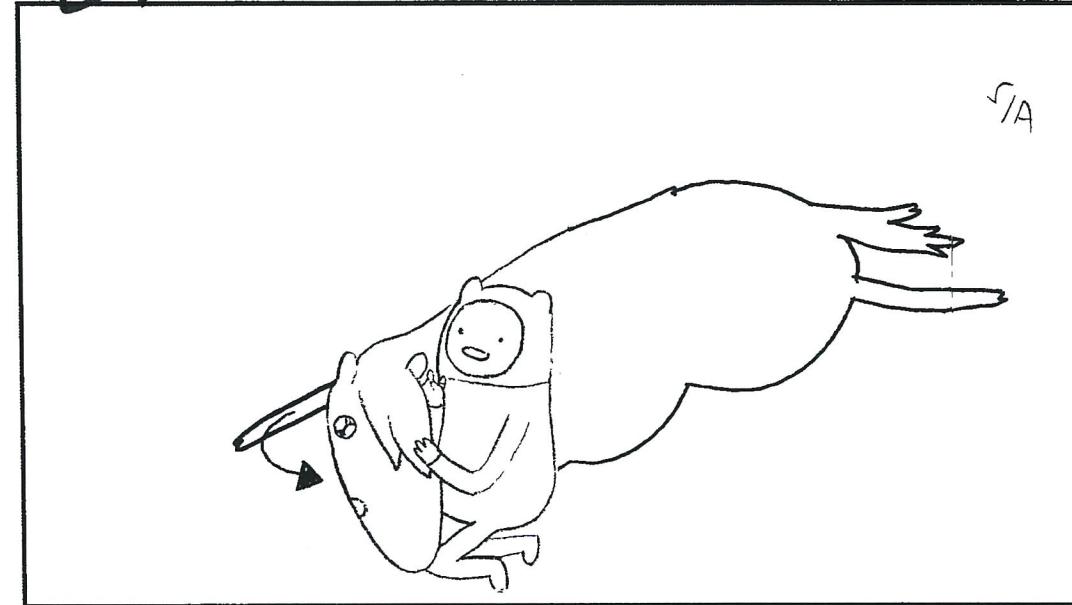
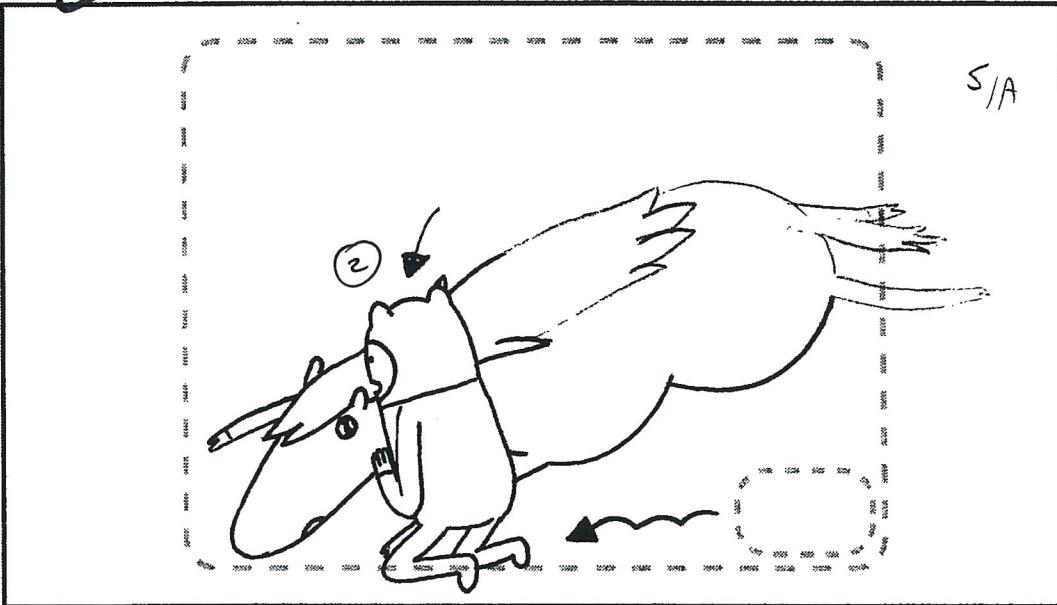
Bg.

day night

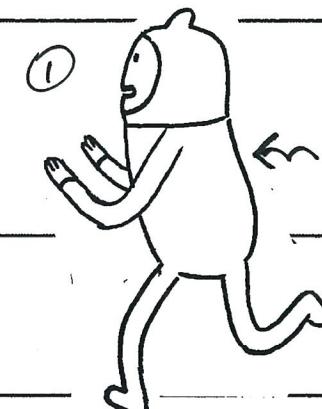
Sc. 39 cont Pnl. D

Bg.

day night



Dialog:



F: JAMES, Uh, I mean, Mr. Baxter  
CAN YOU WALK?

MAR 03 2016

Action:

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 39 cont Pnl. E

Bg.

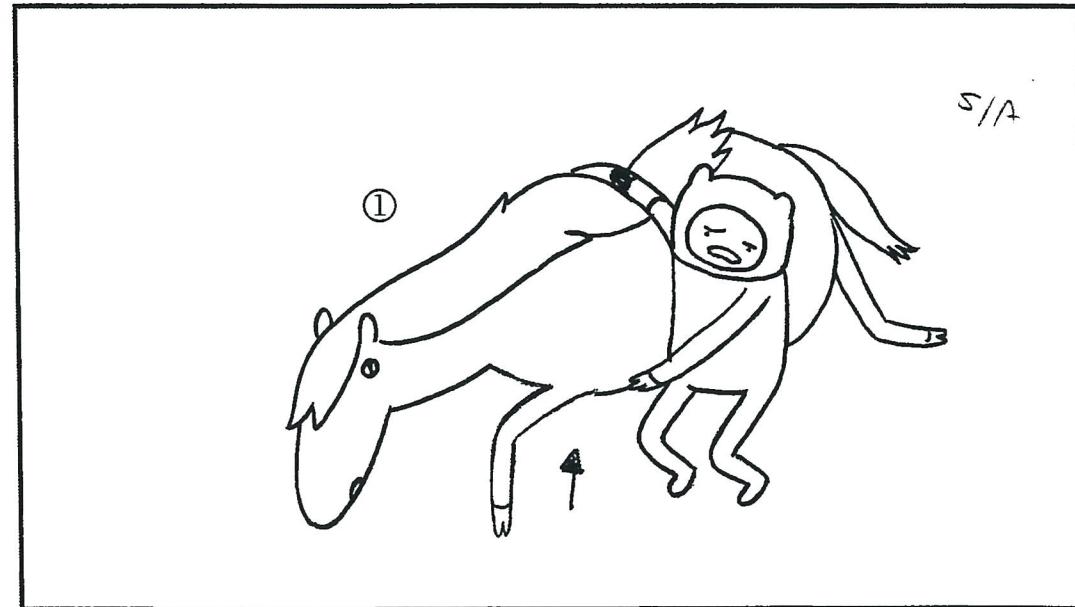
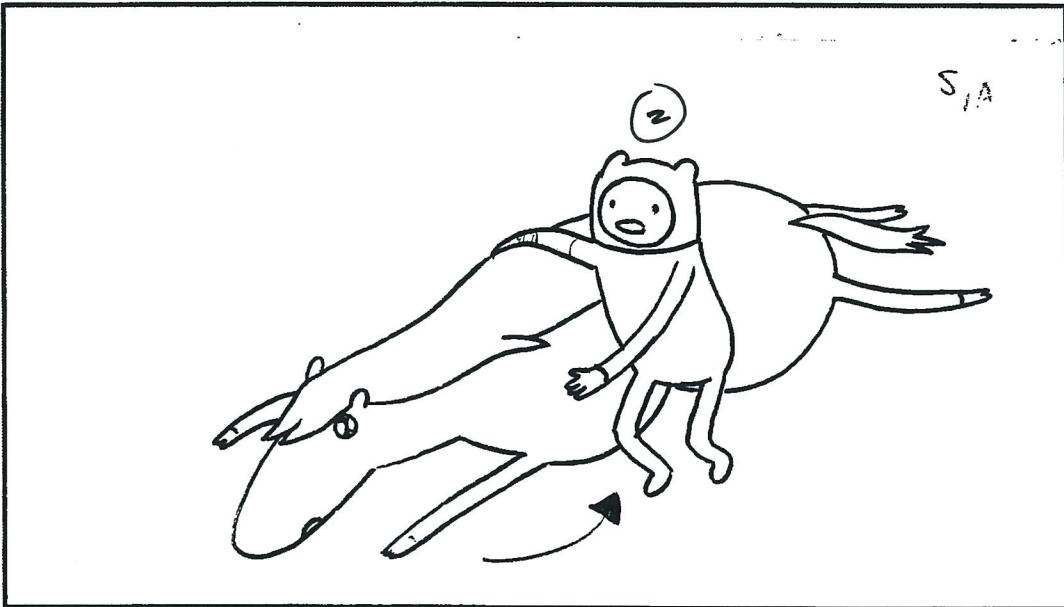
day night

Sc. 39 cont Pnl. F

Bg.

day night

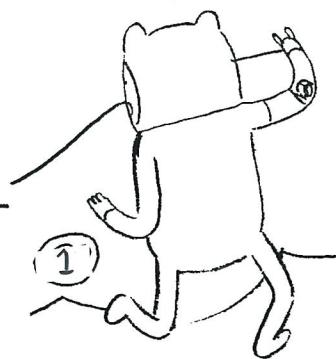
Page 68



Dialog:

F: DON'T WORRY...

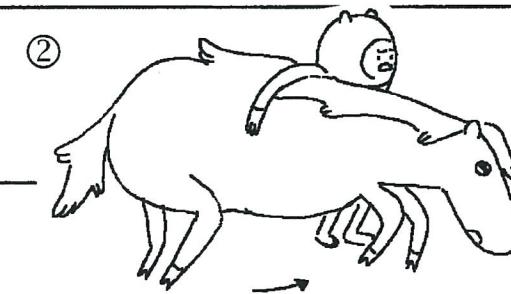
Action: FINN PUTS HIS ARMS AROUND JAMES.



- FINN GETS JB ON HIS FEET.

MAR 03 2016

Timing:



1042 247

EPISODE # 1042-247

Production:

1042 247

# ADVENTURE TIME

1042 247

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Sc. 39 cont Pnl. G

Bg.

day night



Sc. 40

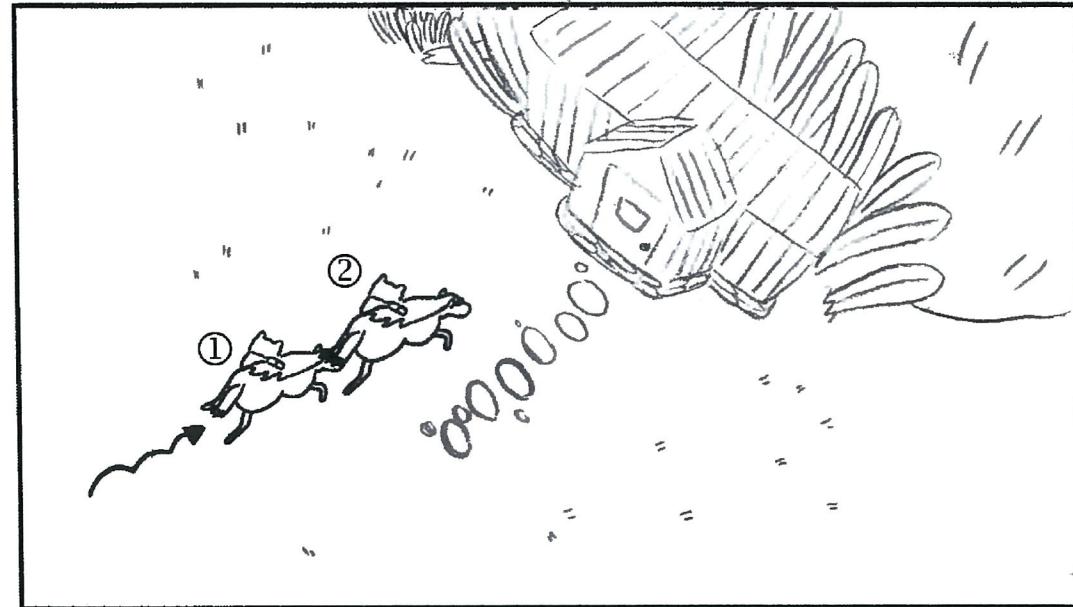
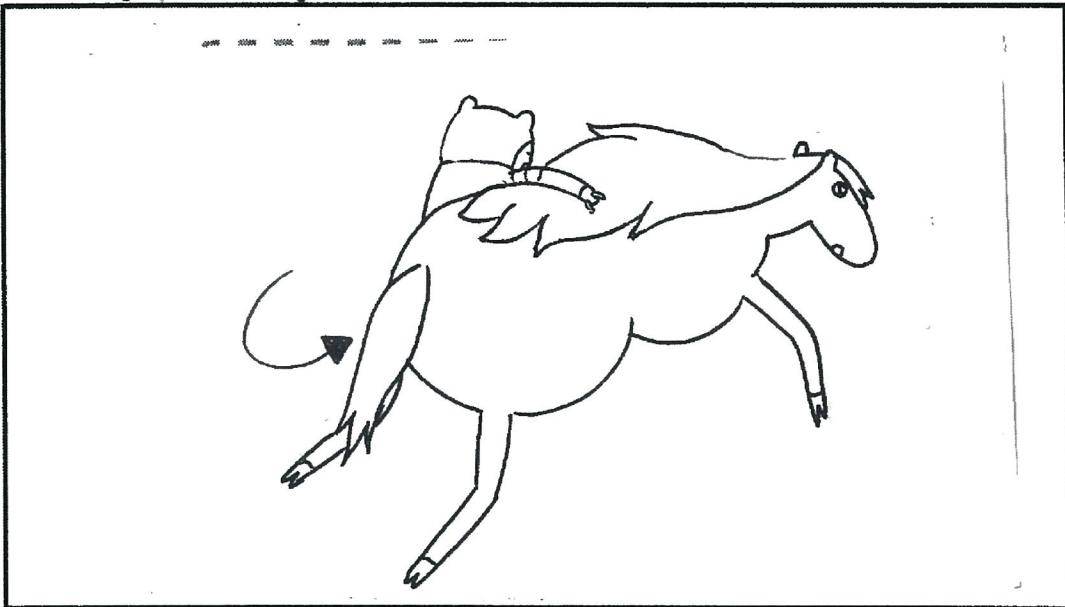
Pnl. A

Bg.

day night

Page

69



EPISODE # 1042-247

Production:

Dialog:  
F I'LL HELP YOU...

Action:  
- F. TURNS JB AROUND.

- F. GUIDES JB AS THEY WALK.  
MAR 03 2016

Timing:

1042 241

1042 247

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# ADVENTURE TIME



Sc. 40 cont Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

Page

70  
70A NEXT  
day night

1042-247

EPISODE #

1042 247



Dialog:

Action: FINN WALKS JB. INSIDE TREEHOUSE.

MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME



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Sc.

Pnl.

Bg.

day night

Sc.

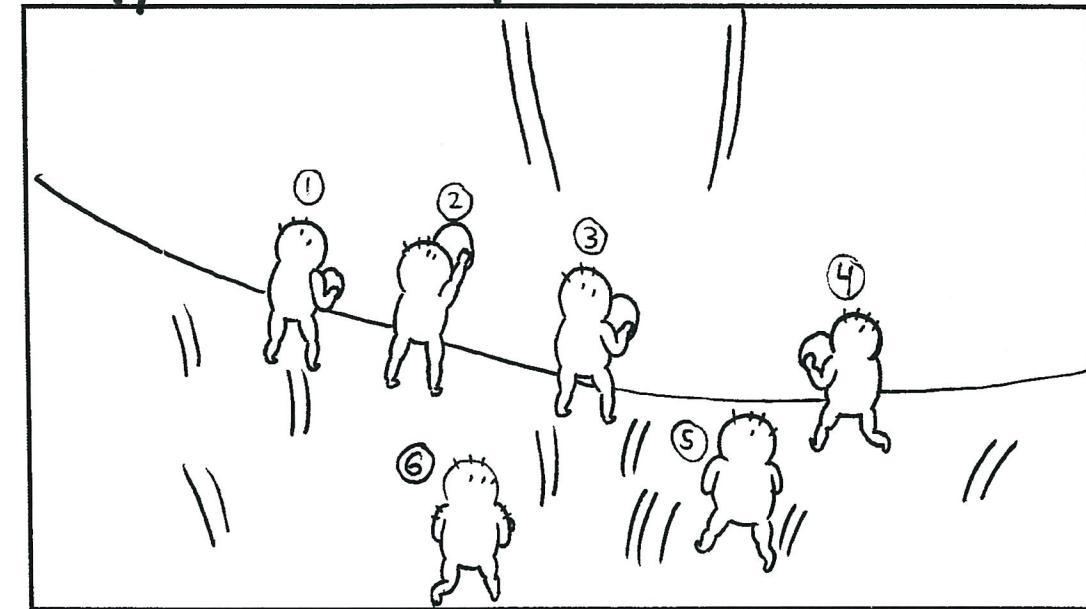
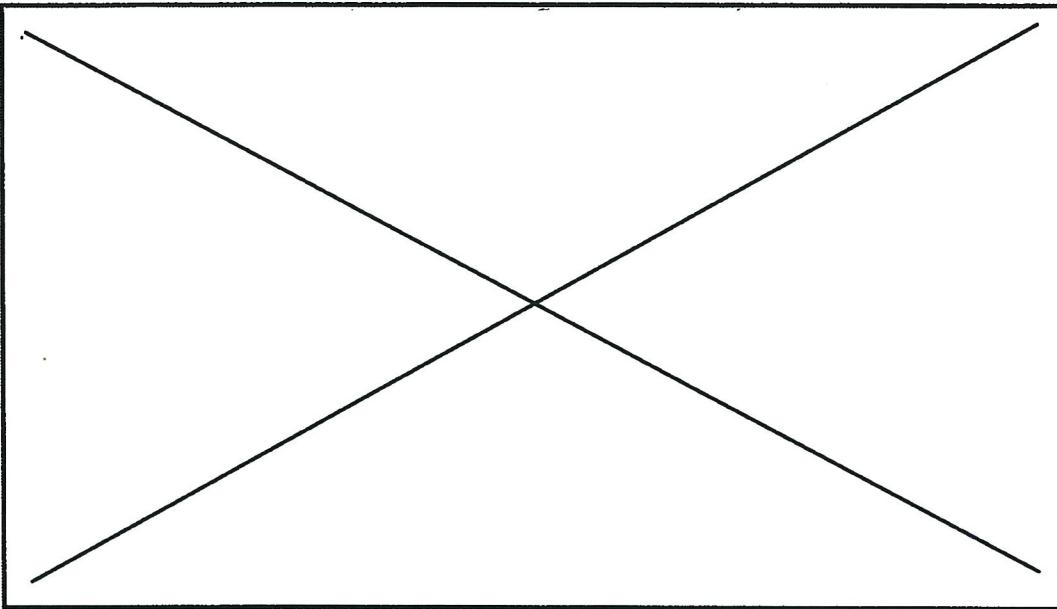
4

Pnl.

A

Bg.

Page 70 A  
day night



Dialog:

Action:

MOLES PUTTING BITS IN TREES

Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042247

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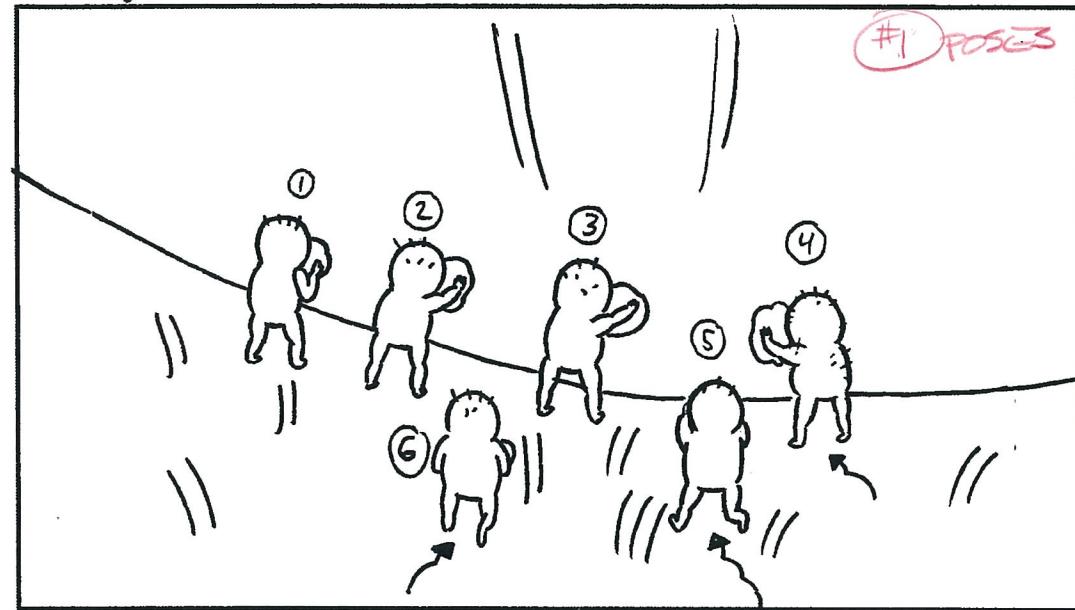
## ADVENTURE TIME

Page 71

Sc. 41 cont Pnl. B

Bg.

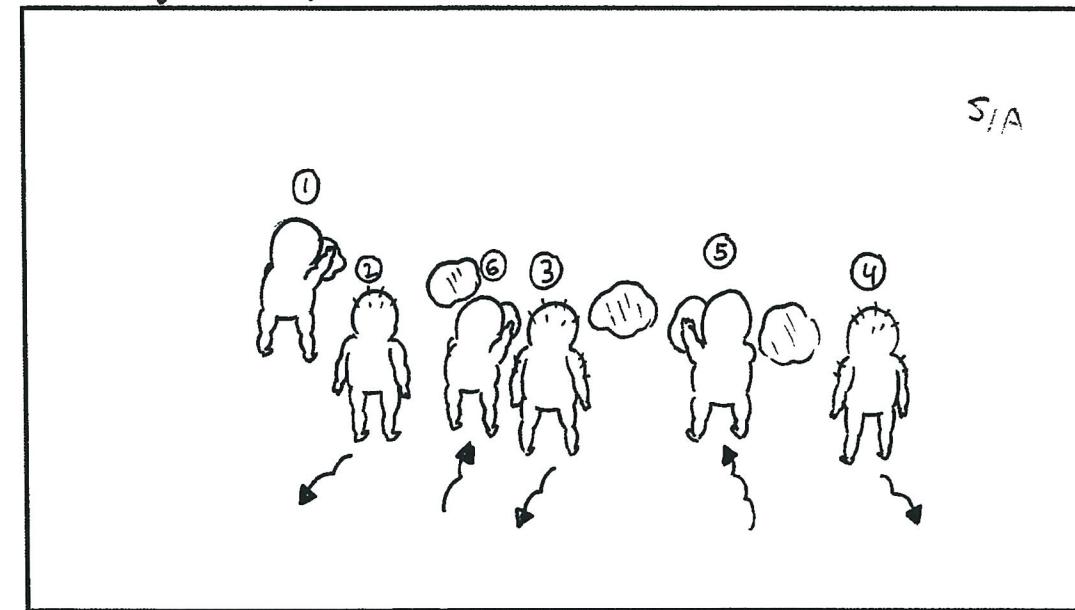
day night



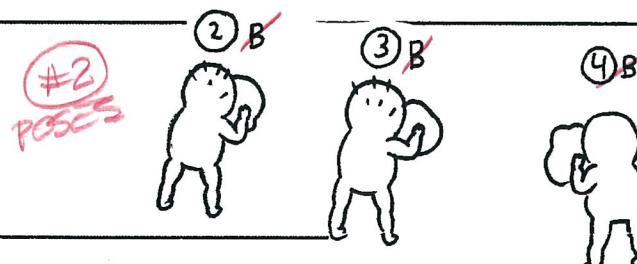
Sc. 41 cont Pnl. C

Bg.

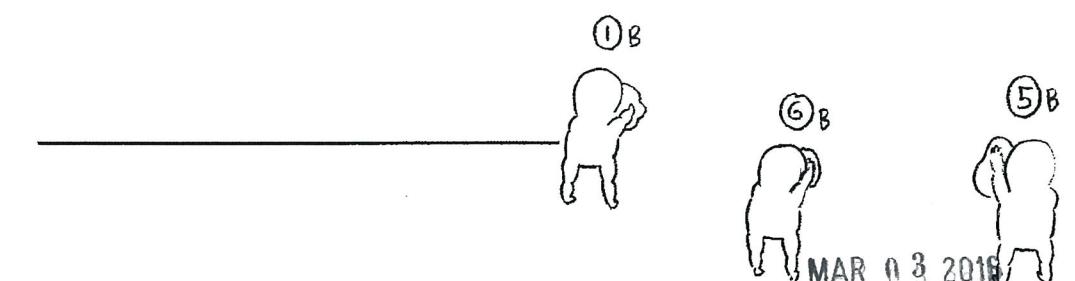
day night



Dialog:



Action:



Timing:

EPISODE # 1042-247

Production:

1042 247

# ADVENTURE TIME



Sc. 41 cont Pnl. D

Bg.

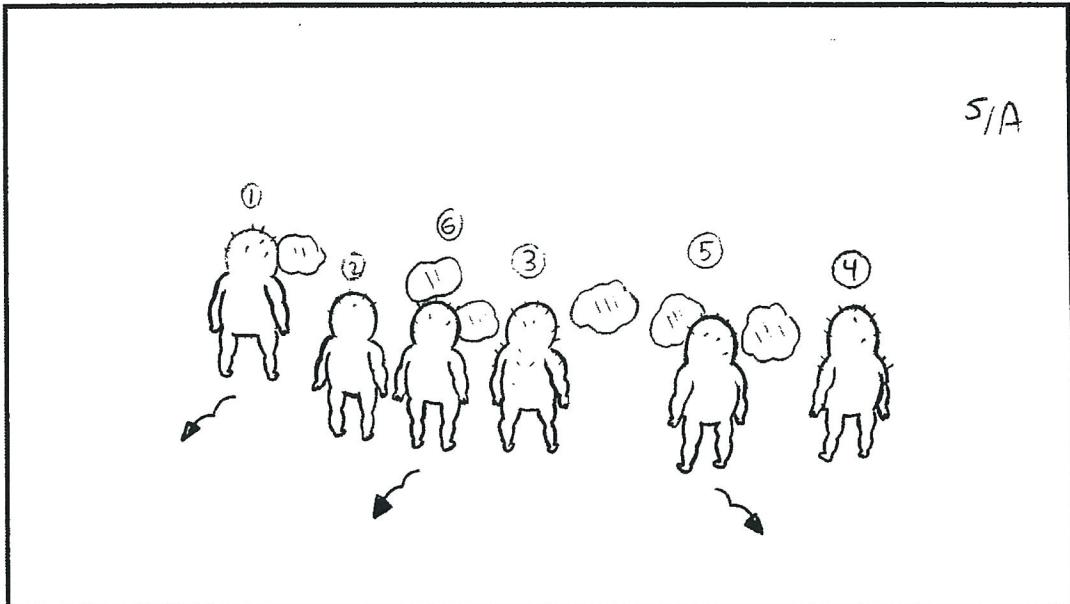
day night

Sc. 41 cont Pnl. E

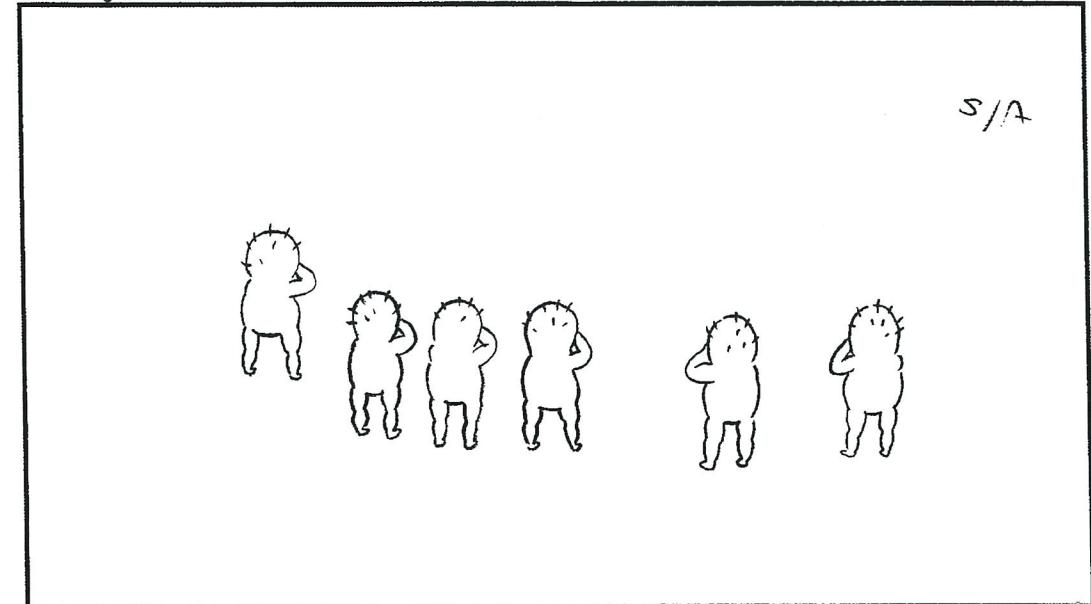
Bg.

day night

Page 72



S/A

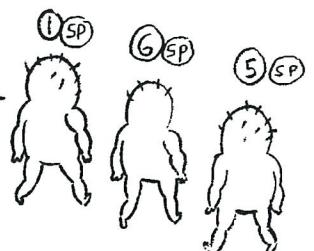


S/A

Dialog:

MOLE  
PEOPLE: [CRYING]

Action:



MOLES CRYING.

MAR 03 2016

Timing:

Production:

1042 247

1042 247

## ADVENTURE TIME

Page 73

Sc. 42

Pnl. A

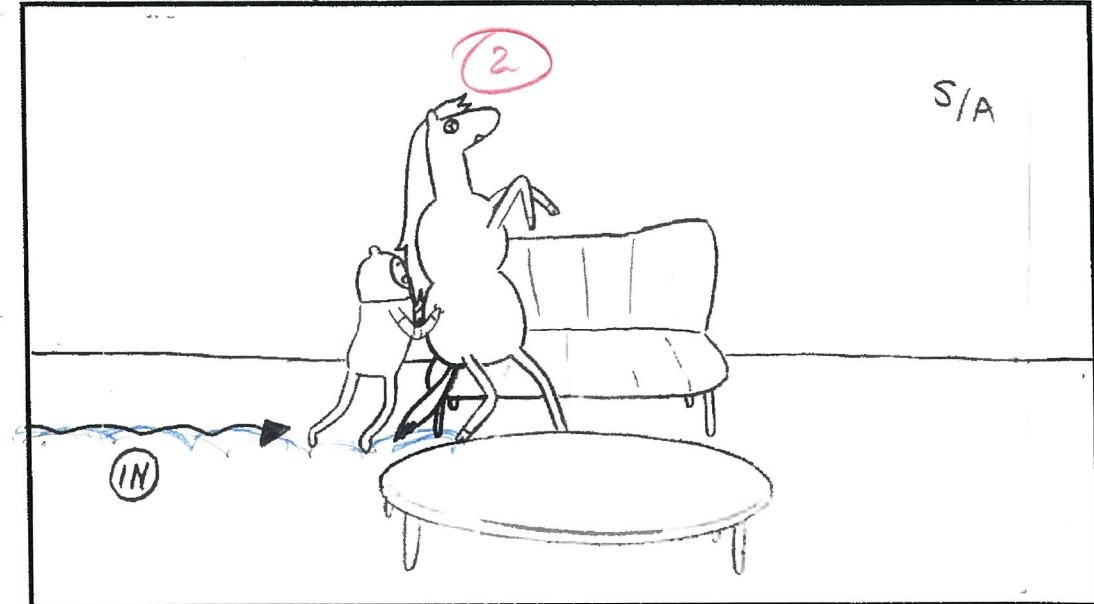
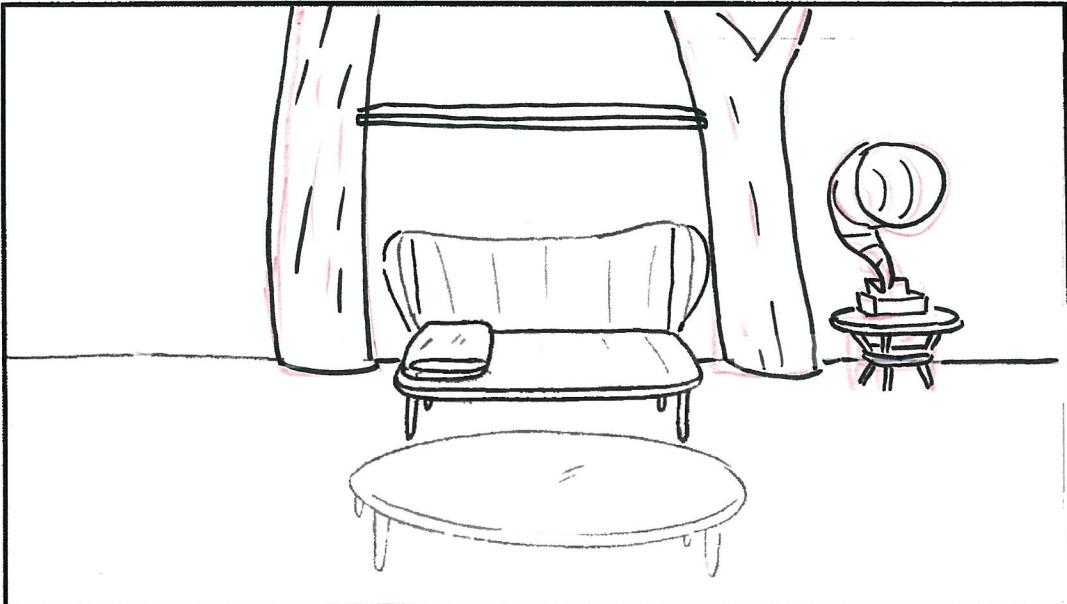
Bg.

day night

Sc. 42 cont Pnl. B

Bg.

day night



1042-247

EPISODE #

Production:

Dialog:

F/ Sorry it's so cold in here Mr. Baxter.



Action:

- F. PUSHES JB ON/S,

Timing:

MAR 03 2016

1042 247

# ADVENTURE TIME



Sc. 42 cont Pnl. C

Bg.

day night

Sc. 42 cont Pnl. D

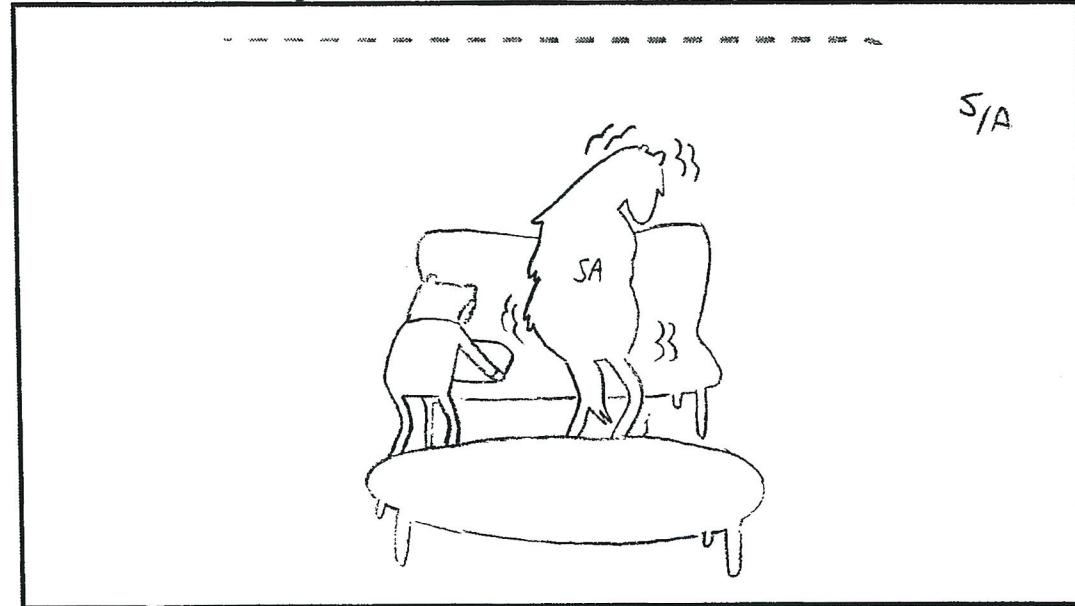
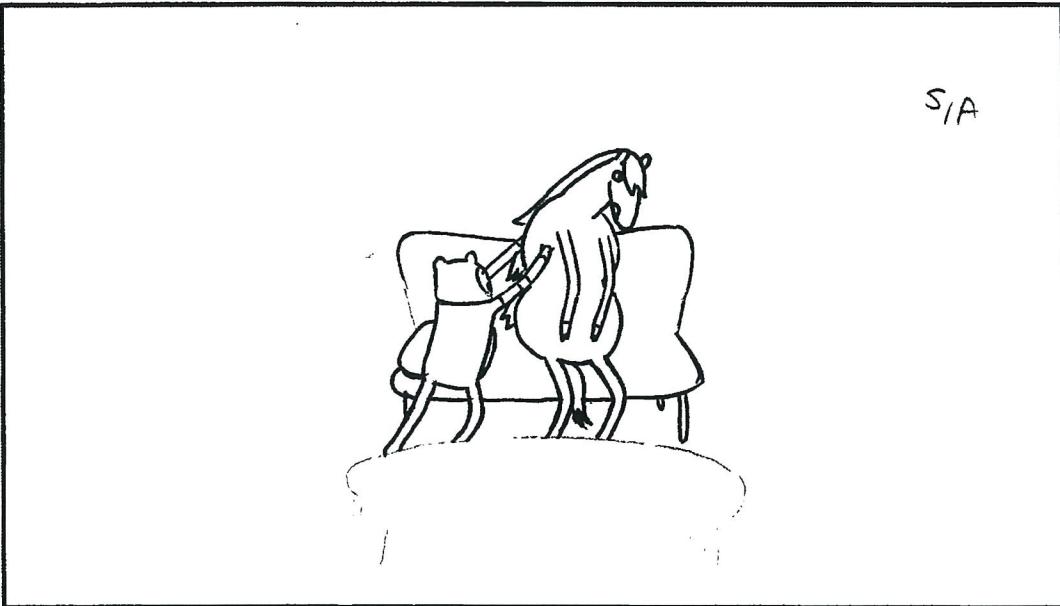
Bg.

day night

Page 74

1042 247

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EPISODE # 1042-247

Production:

1042 247

Dialog:

F: Does that - uh, does that feel better?

Action:

- F. SITS JB DOWN ON COUCH.

- JB SHAKING.

- F. GRABS FOLDED-UP BLANKET,

MAR 03 2016

Timing:

1042 247

# ADVENTURE TIME



Page 75

Sc. 42 cont Pnl. E

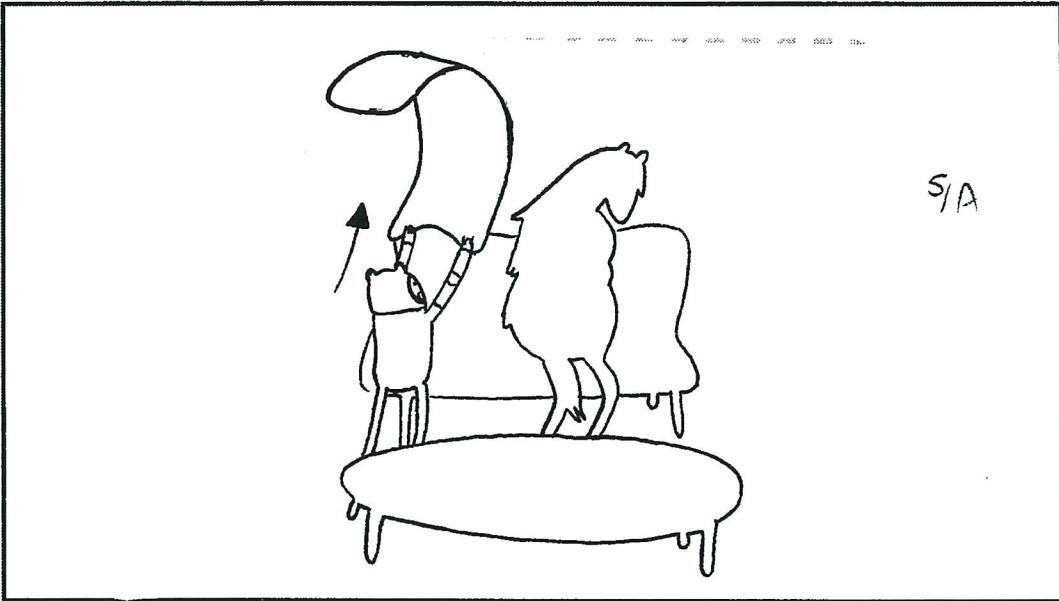
Bg.

day night

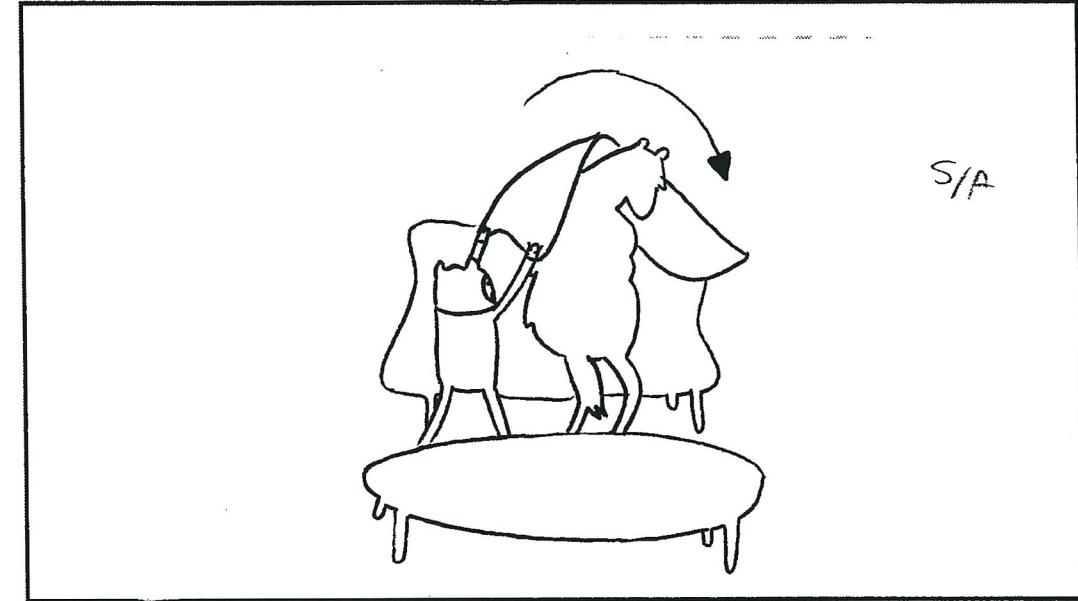
Sc. 42 cont Pnl. F

Bg.

day night



S/A



S/A

Dialog:

Action:

MAR 03 2015

Timing:

Production:

1042 247

# ADVENTURE TIME



Page 76

Sc. 42 cont Pnl. G

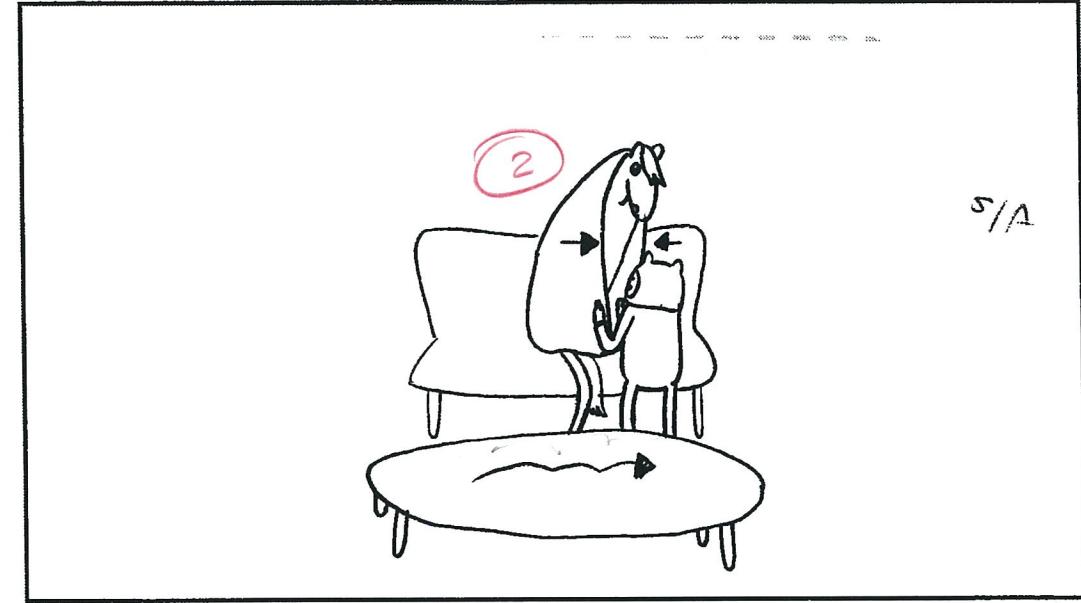
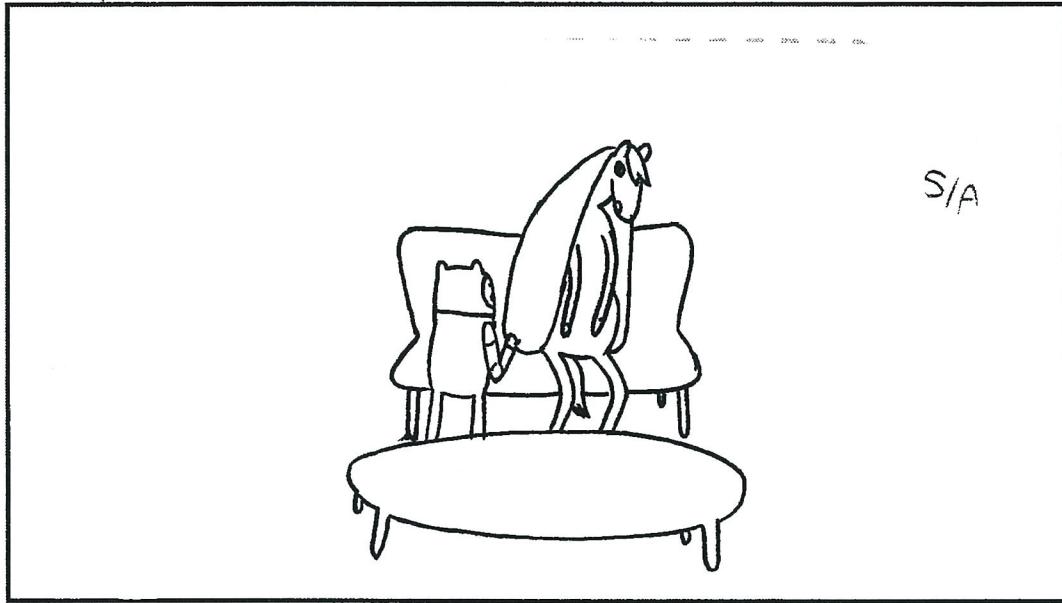
Bg.

day night

Sc. 42 cont Pnl. H

Bg.

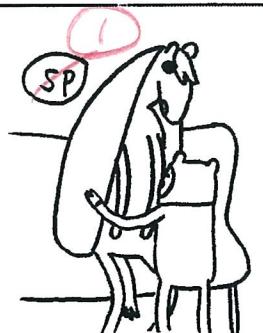
day night



Dialog:

Action:

- f. CLOSES BLANKET  
AROUND JB.



MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

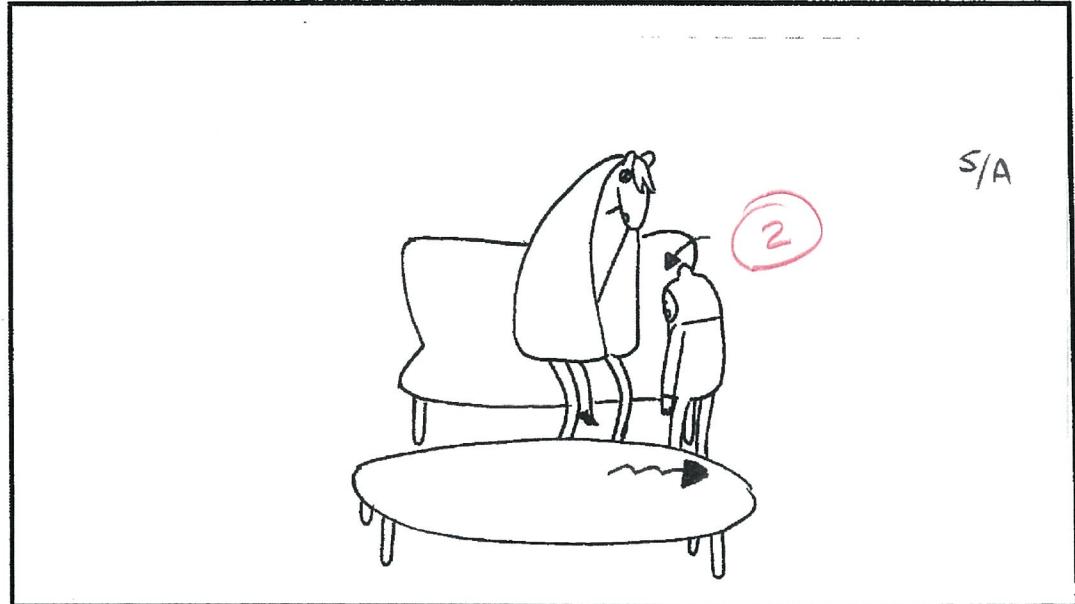
# ADVENTURE TIME



Sc. 42 cont Pnl. I

Bg.

day night

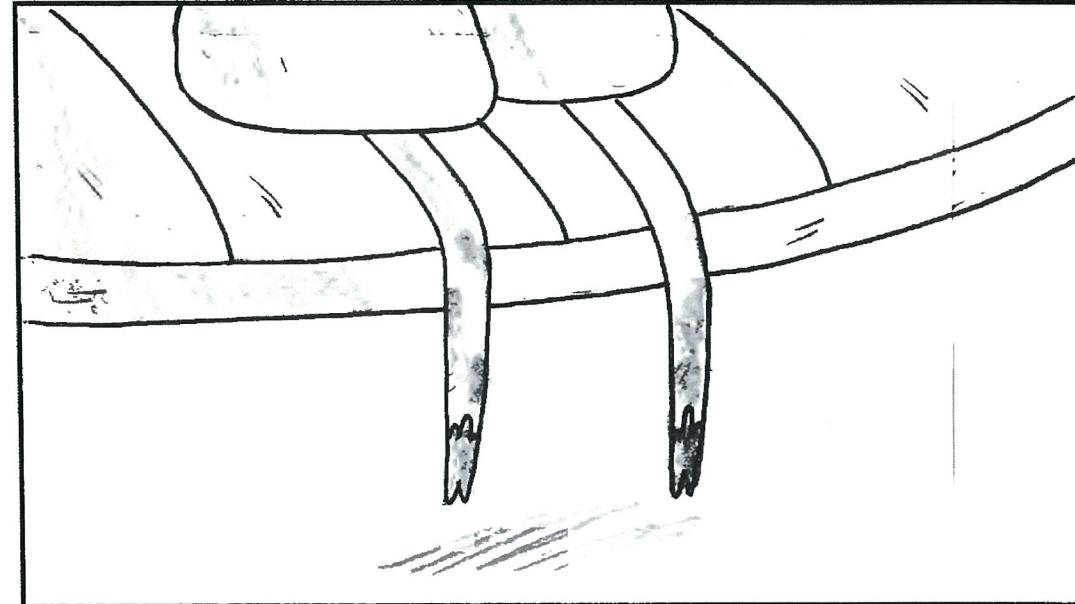


Sc. 43

Pnl. A

Bg.

day night



Page 77

1042 247

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Dialog:

F: [GASP]



F: (O/S) YOUR HOOVES ARE SOILED!

Action: FINN LOOKS DOWN. NOTICES THAT  
JB HAS SOILED HIS HOOVES.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page 78

Sc. 44

Pnl. A

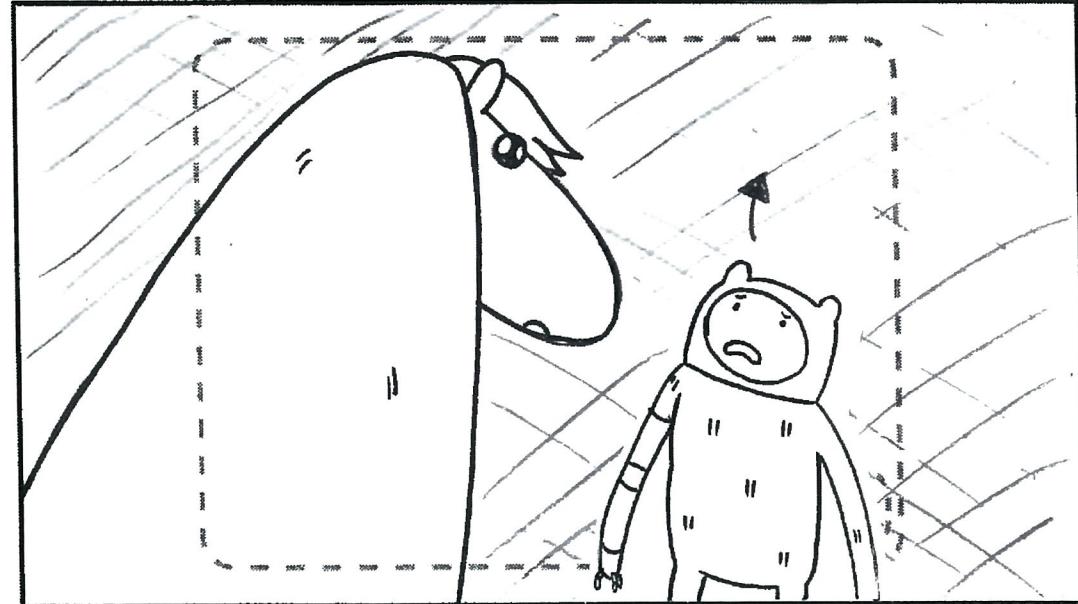
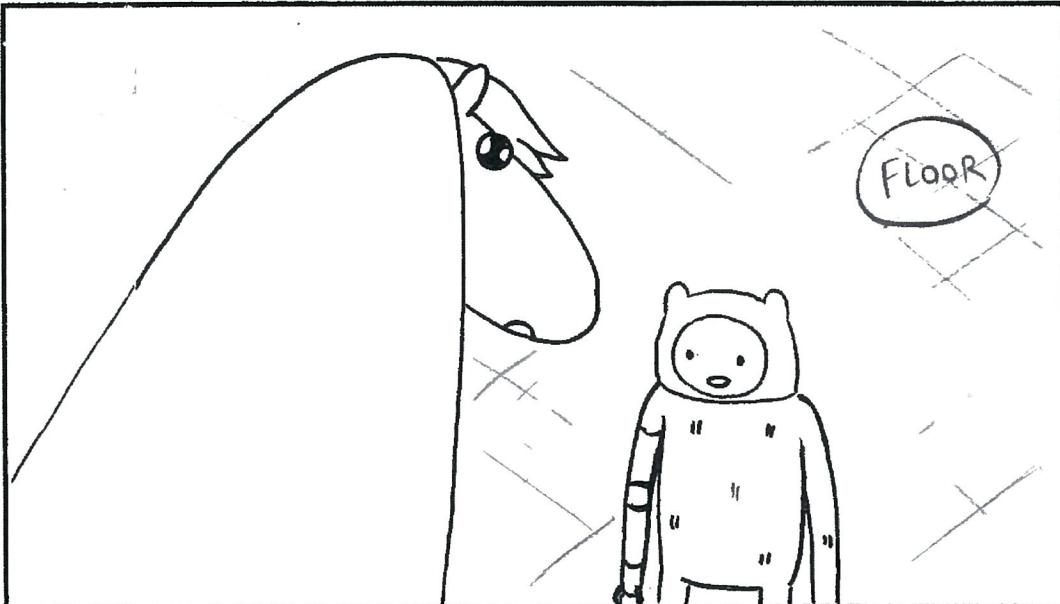
Bg.

day night

Sc. 44 cont Pnl. B

Bg.

day night



Dialog:

F: I'LL BE RIGHT BACK WITH A WASH CLOTH AND HERBAL TEA!

Action:

MAR 03 2016

Timing:

Production:

1042 247

1042-247

EPISODE #

1042 247

## ADVENTURE TIME

Page 79

Sc. 44 cont Pnl. C

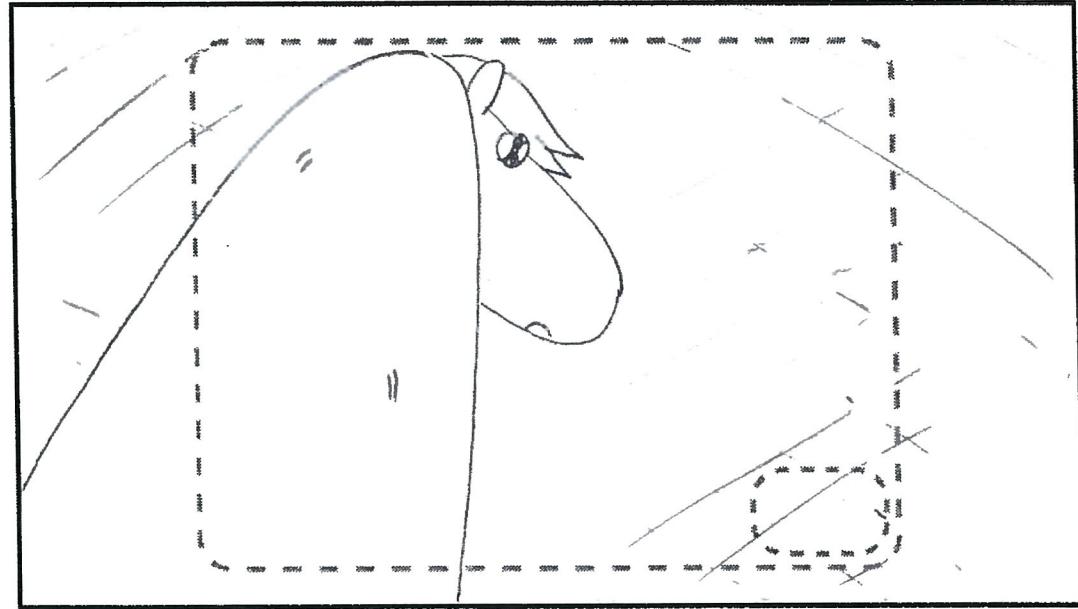
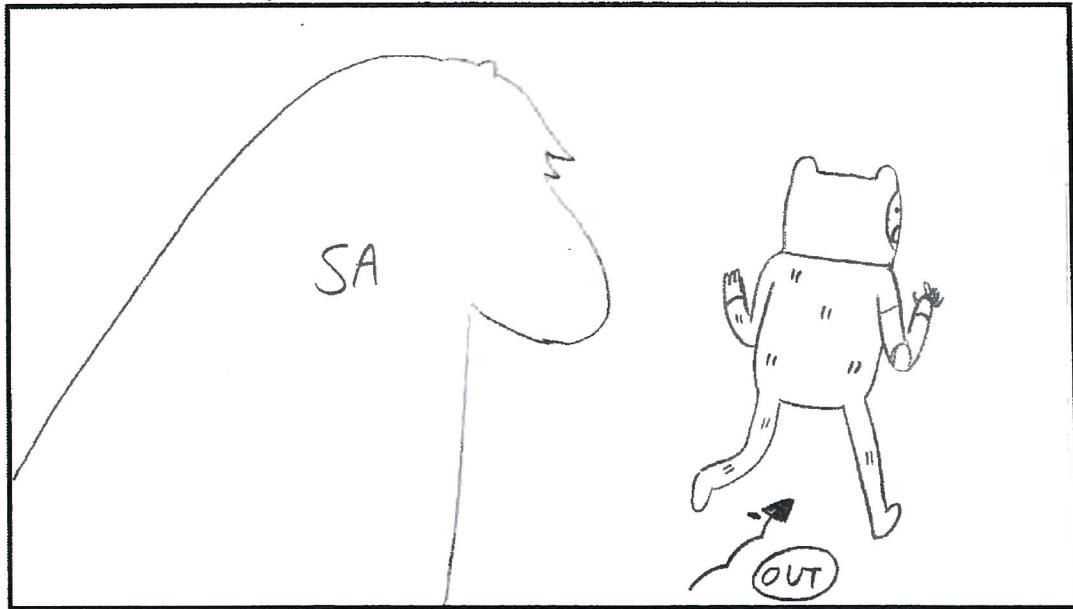
Bg.

day night

Sc. 44 cont Pnl. D

Bg.

day night



## Dialog:

E: YEEP YEEP!

## Action:

- F. TURNS AND RUNS OFF.

MAR 03 2016

## Timing:

EPISODE # 1042-247

Production:

1042 247

# ADVENTURE TIME

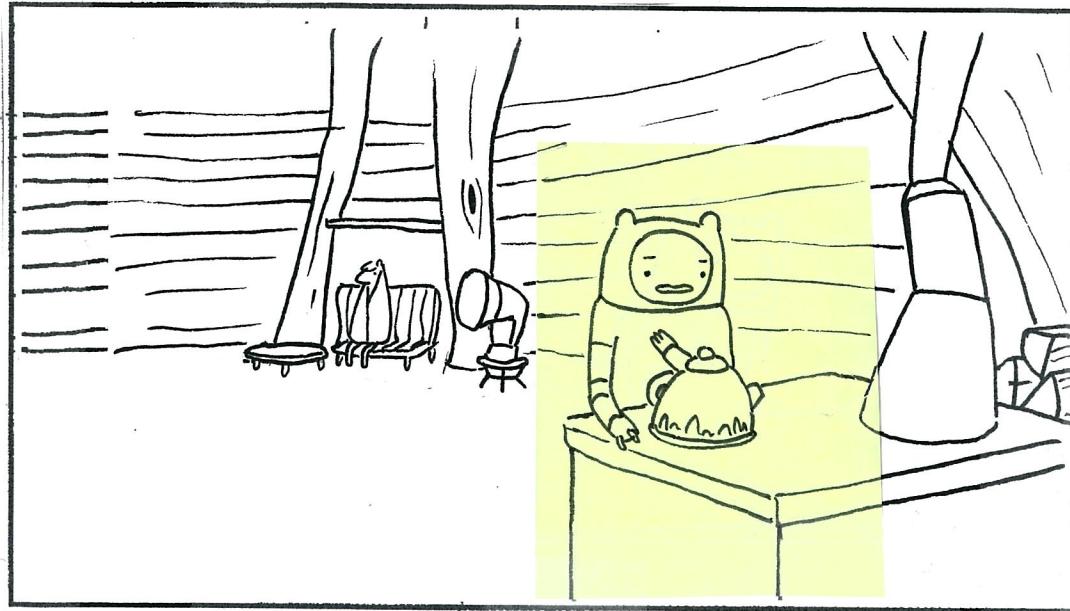
1042 247

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Sc. 45 cont Pnl. A

Bg.

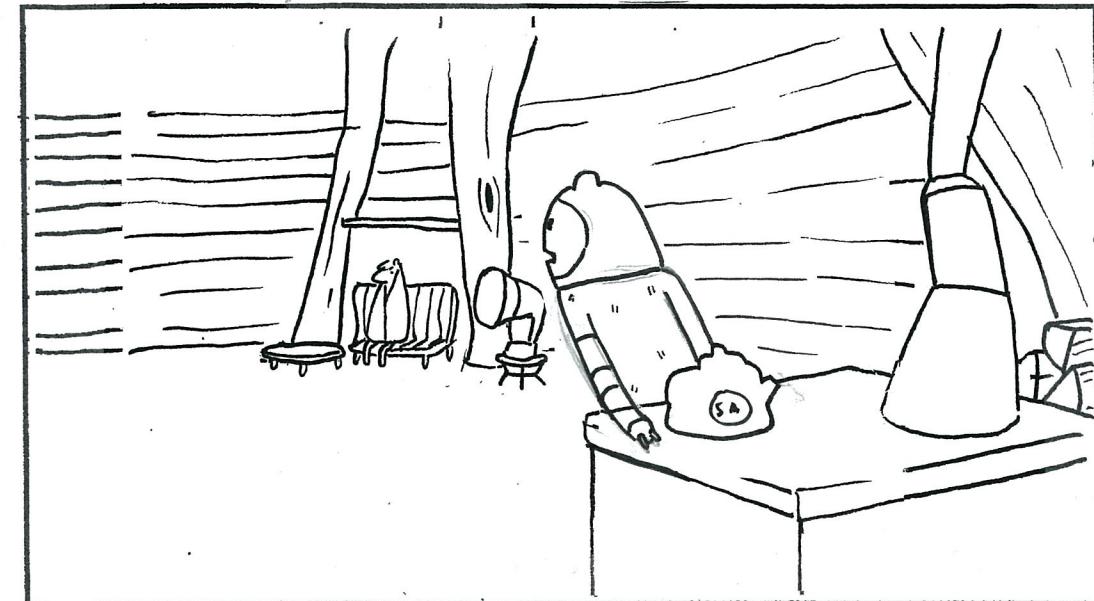
day night



Sc. 45 cont Pnl. B

Bg.

day night



Page 80

1042-247

EPISODE #

Production:

Dialog:



Action: - FINN IS NERVOUS ABOUT  
BEING AROUND JAMES BAXTER.  
- TAPPING KETTLE

Timing:

MAR 03 2016

1042 247

1042 247

# ADVENTURE TIME

Sc.

45 cont

Pnl.

C

Bg.



day night

Sc.

45 cont

Pnl.

D

Bg.

day night

Page

81



Dialog: F: (TO HIMSELF) OH MY GLOB,  
JAMES BAXTER IS IN  
MY HOUSE.

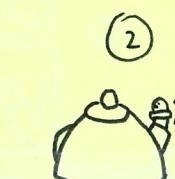
SHELBY: HEY FINN... YOU LOOK A  
LITTLE NERVOUS.

Action: FINN DRUMS STOVE.

- SHELBY CRAWLS OUT.

Timing:

MAR 03 2016



Production:

1042-247

EPISODE #

1042 247

1042 247

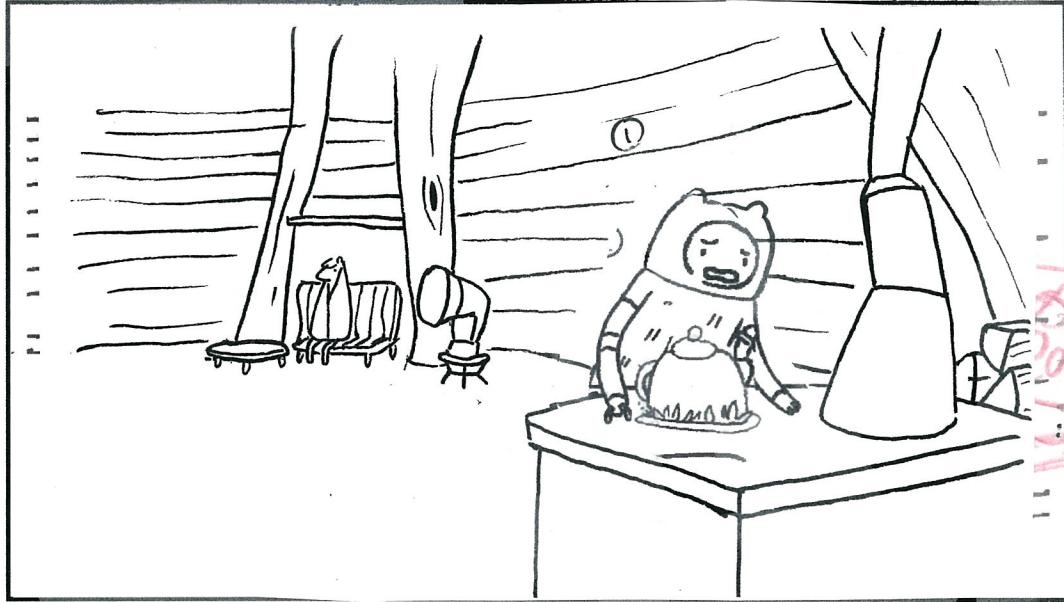
## ADVENTURE TIME



Sc. 45 cont Pnl. E

Bg.

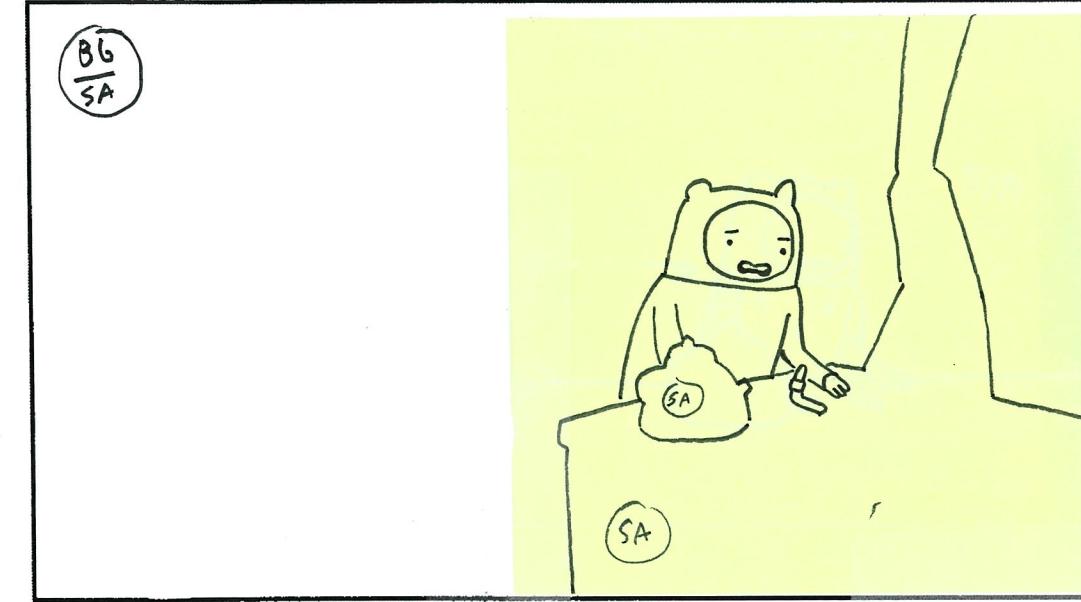
day night



Sc. 45 cont Pnl. F

Bg.

day night



Page 82

1042-247

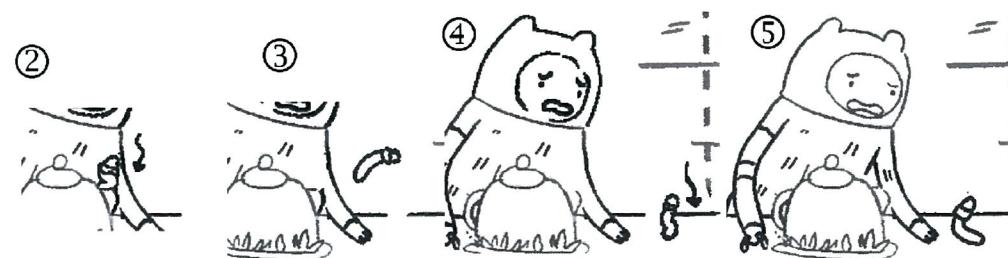
EPISODE #

Production:

Dialog: F: YEAH Shelby - I'M NERVOUS. THAT'S  
(WHISPER) JAMES BAXTER OUT THERE!  
HE'S AN ARTIST!

F: (WHISPER) WHAT IF I SAY SOMETHING  
DUMB AND HE'S LIKE -

Action:



Timing:

MAR 03 2016

1042 247

1042 247

# ADVENTURE TIME



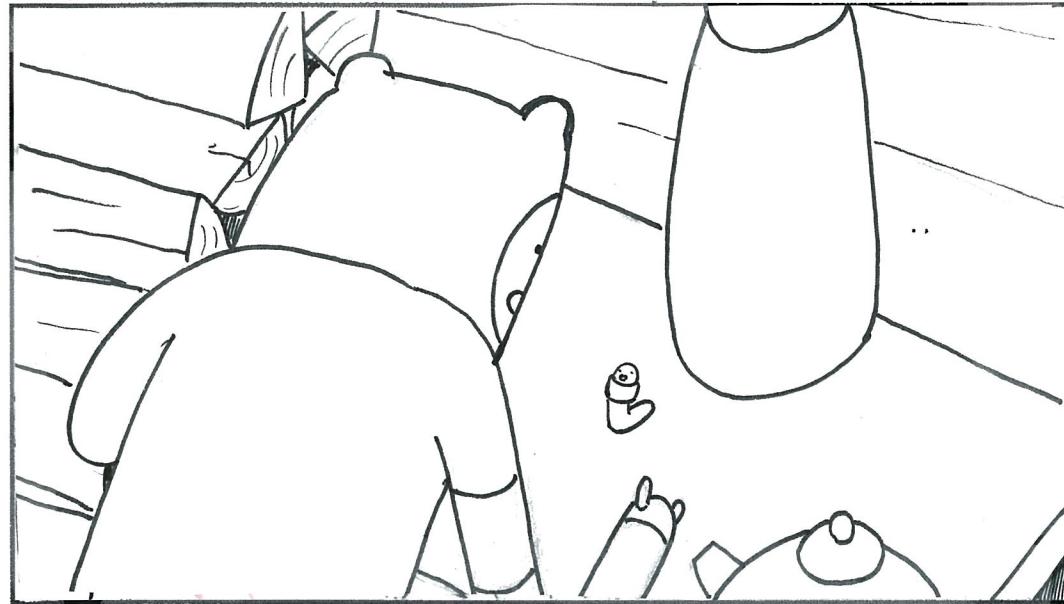
Page 83

Sc. 46

Pnl. A

Bg.

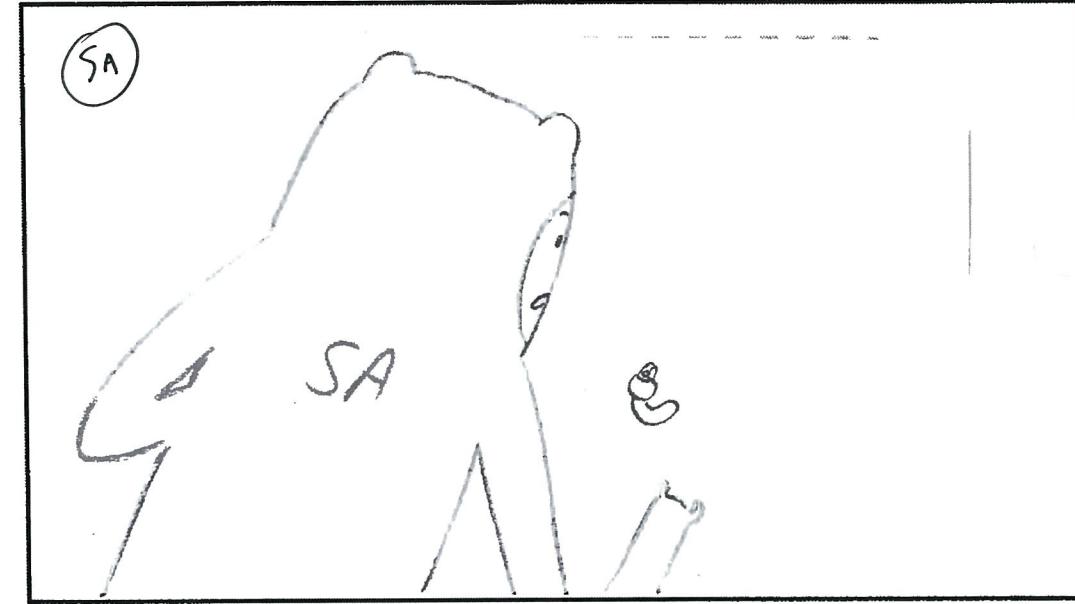
day night



Sc. 46 cont Pnl. B

Bg.

day night



1042 247

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Dialog:

E: - MAN THAT  
DUDE IS SO DUMB WHY AM  
I EVEN HERE.

S: JUST TREAT HIM LIKE A  
NORMAL GUY.

Action:

MAR 03 2016

Timing:

Production:

1042-247

EPISODE #

1042 247

1042 247

1042 247

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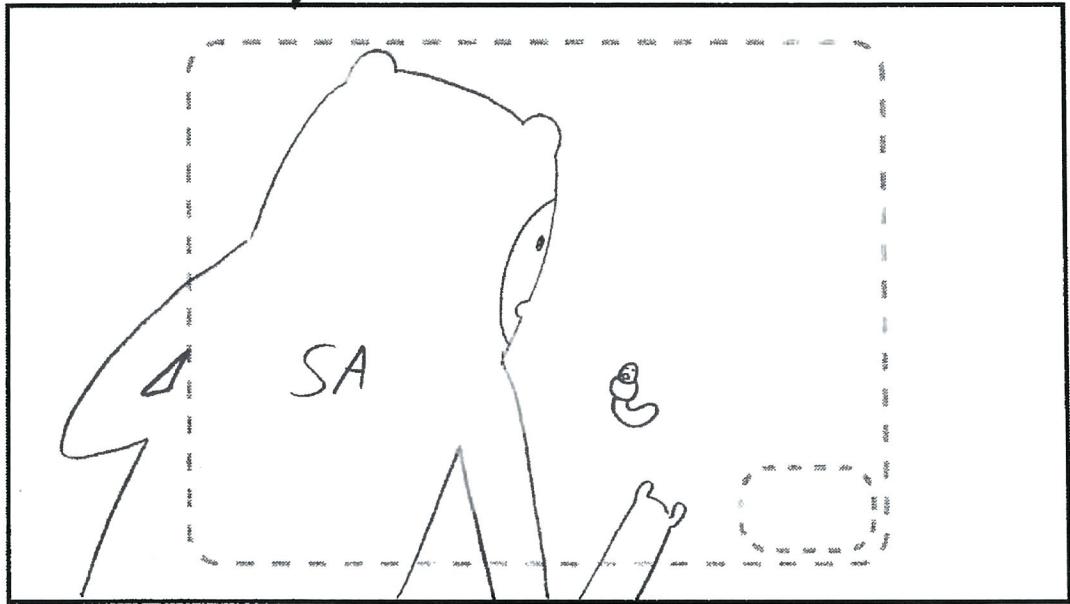
# ADVENTURE TIME

Sc. 46 cont Pnl. C

Bg.



day night



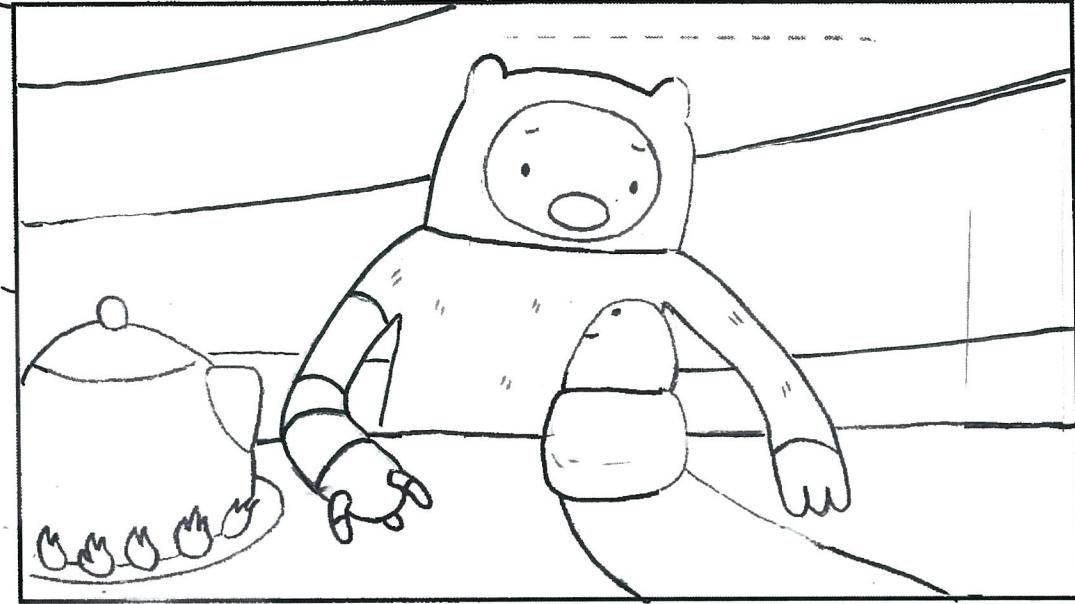
Sc. 47

Pnl. A

Bg.

Page 84

day night



Dialog:

S: THAT'S WHAT PEOPLE WANT,  
EVEN GREAT ARTISTS.

F: RIGHT.

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

# ADVENTURE TIME

Sc. 47 cont Pnl. B

Bg.



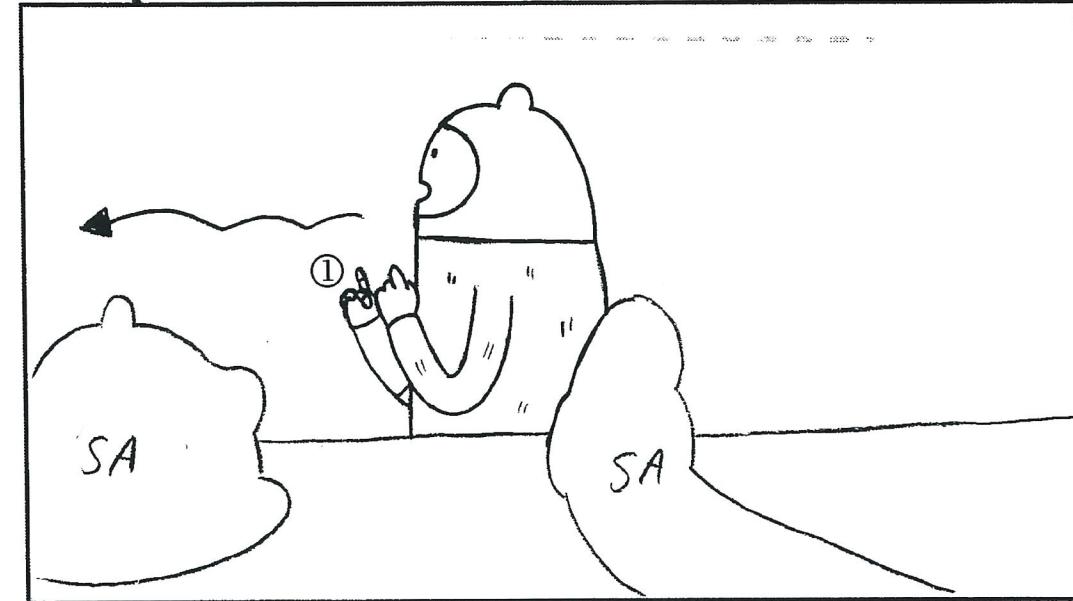
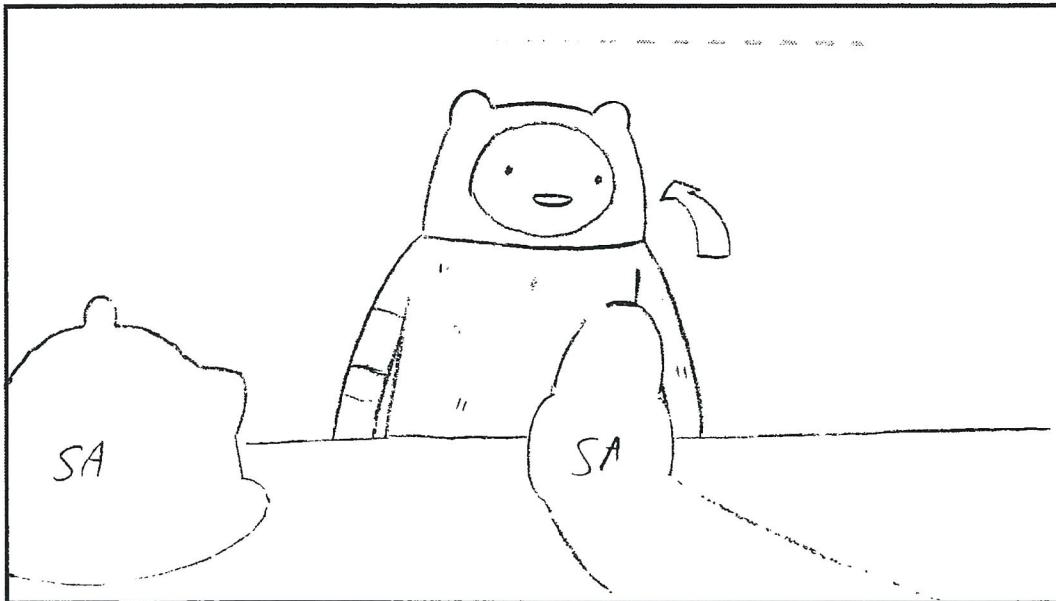
day night

Sc. 47 cont Pnl. C

Bg.

Page 85

day night



1042247

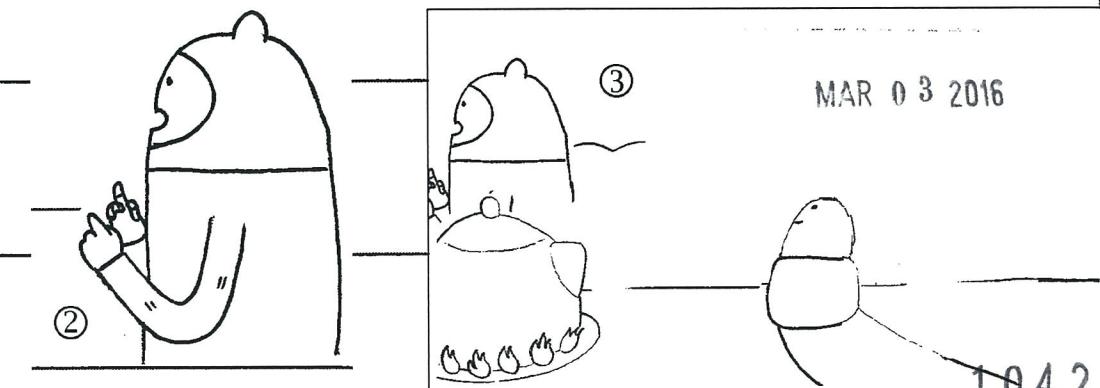
Dialog: F: OKAY. Yeah. NORMAL.

F: (REPEATING) NORMAL.

Action:

①,② X ALL THE WAY OUT.

Timing:



Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



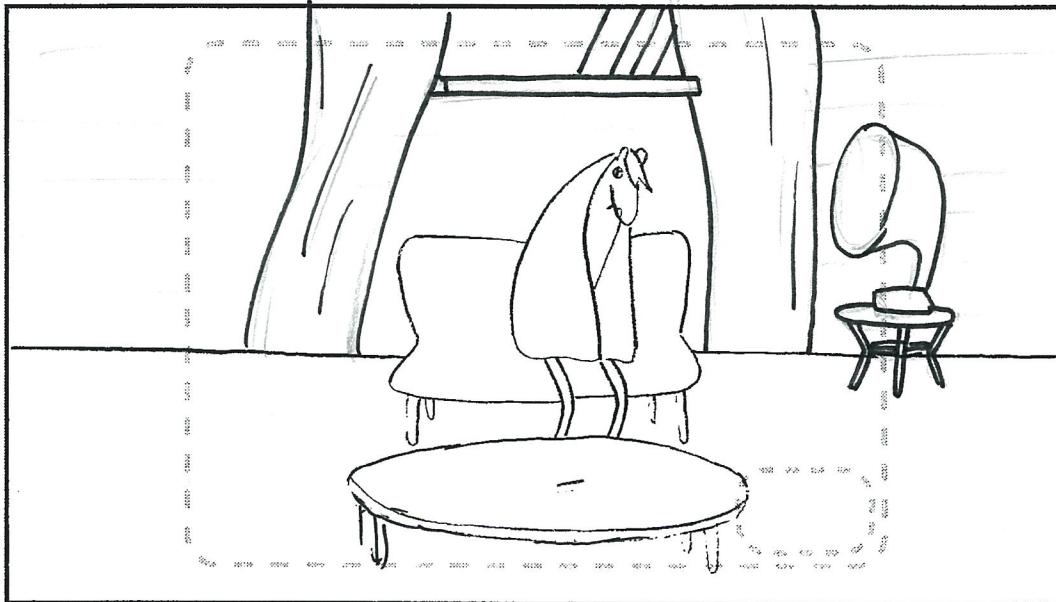
Page 86

Sc. 48

Pnl. A

Bg.

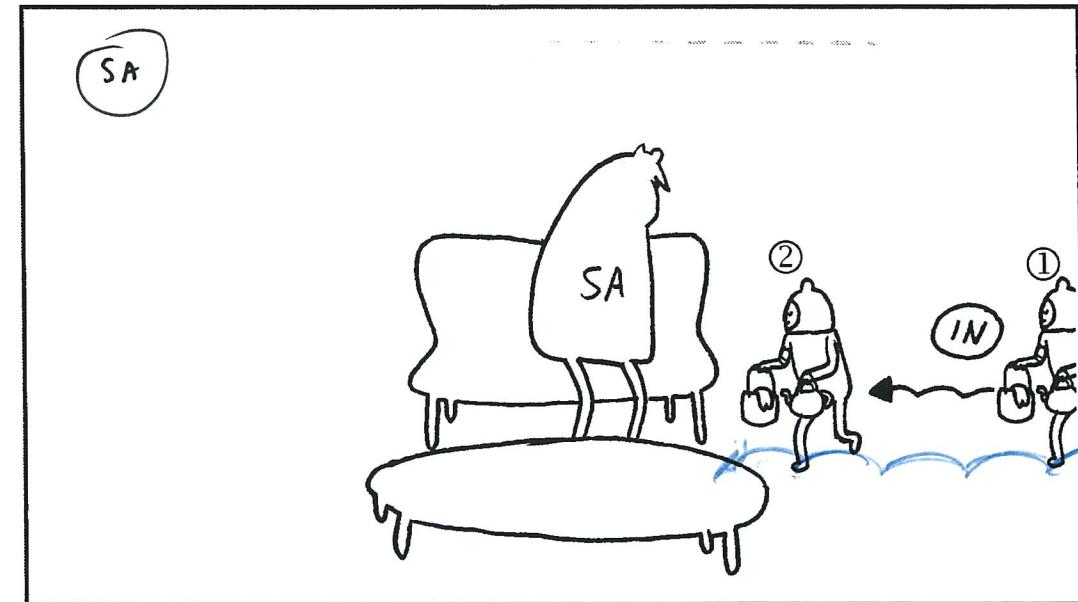
day night



Sc. 48 cont Pnl. B

Bg.

day night



Dialog:

Action:

- FINN BRINGS OUT TEA AND BUCKET OF  
WATER WITH WASHCLOTH.

MAR 03 2016

Timing:

Production:

1042-247

EPISODE #

1042 247

1042 247

# ADVENTURE TIME



Sc. 48 cont Pnl. C

Bg.

day night

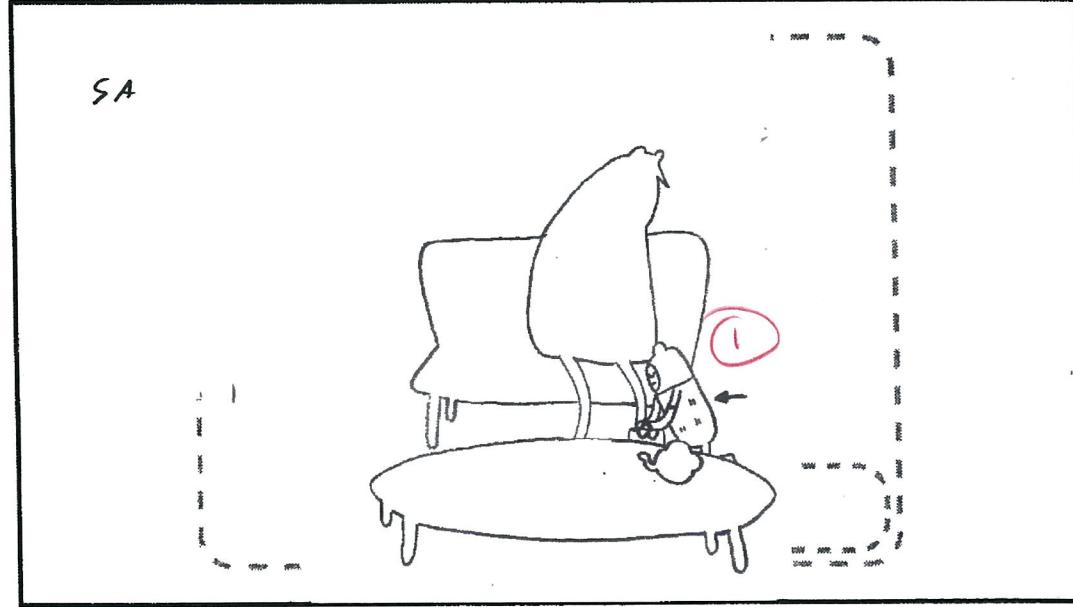
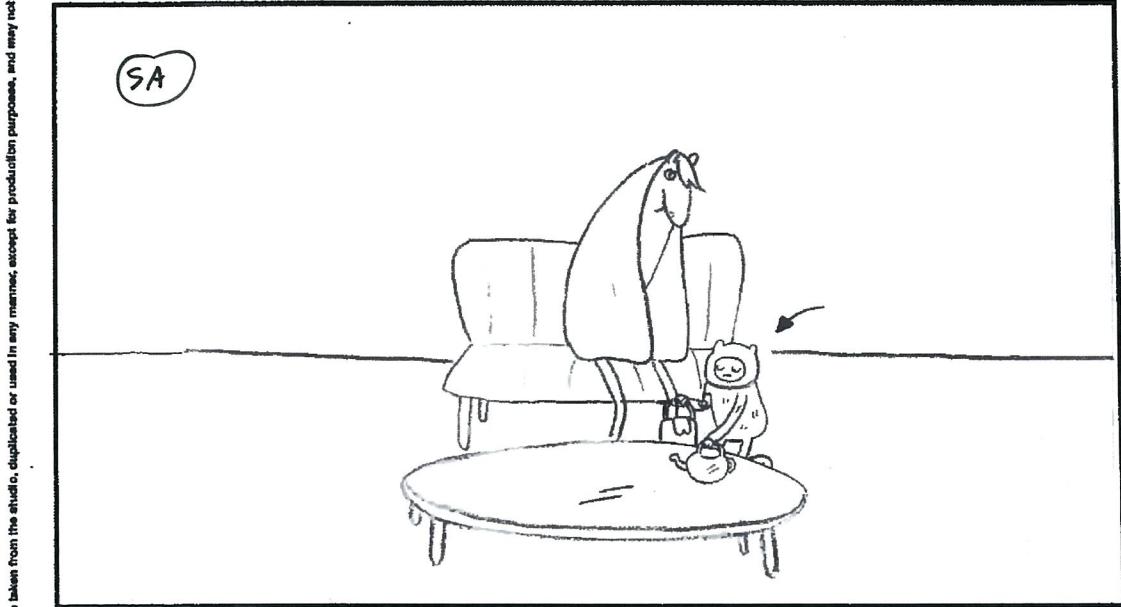
Sc. 48 cont Pnl. D

Bg.

day night

Page 87

1042 247



Dialog:

Action: FINN PLACES KETTLE ON TABLE.

FINN KNEELS DOWN IN FRONT  
OF JAMES BAXTER.

MAR 03 2016

Timing:



Production:

1042-247

EPISODE #

1042-247

# ADVENTURE TIME

Sc. 49

Pnl. A

Bg.



day night

Sc. 49 cont

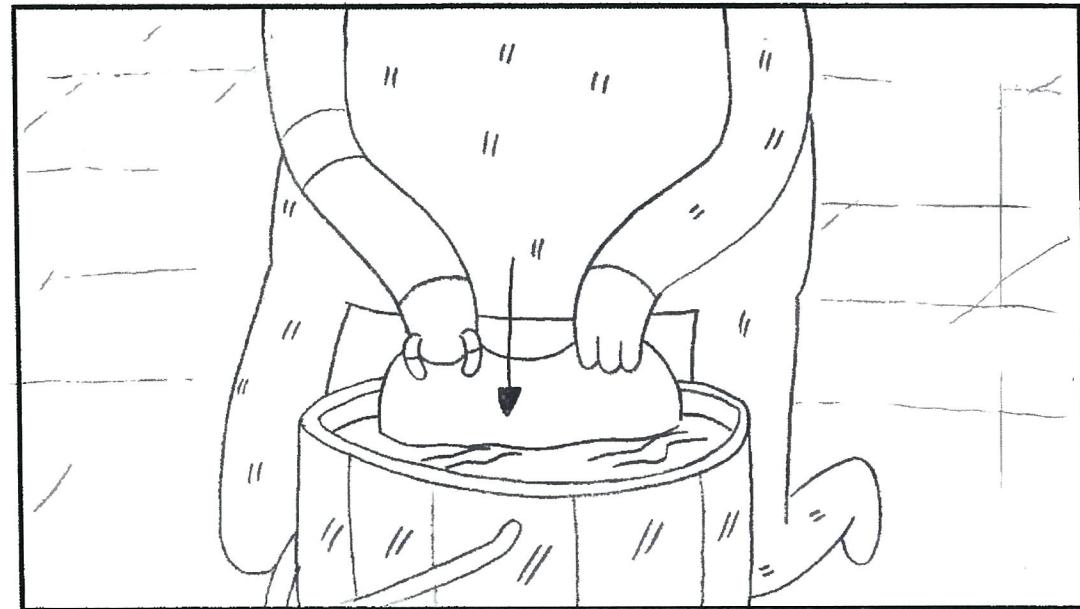
Pnl. B

Bg.

day night

Page

88



Dialog:

Action:

- F. DIPS WASHCLOTH INTO BUCKET.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

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1042 247

1042 247

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# ADVENTURE TIME



Page 89

Sc. 49 cont Pnl. C

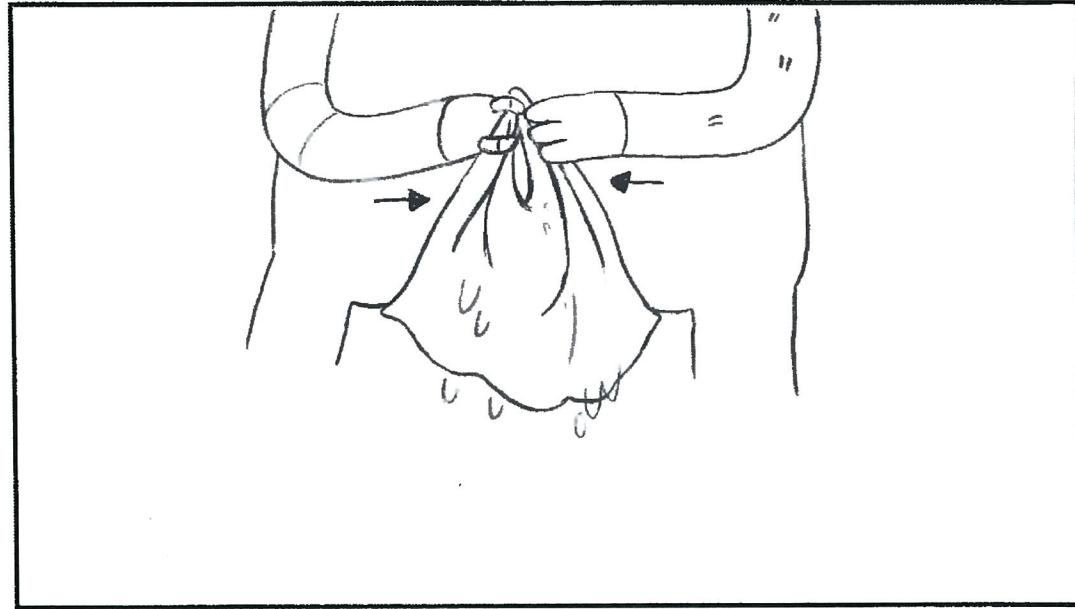
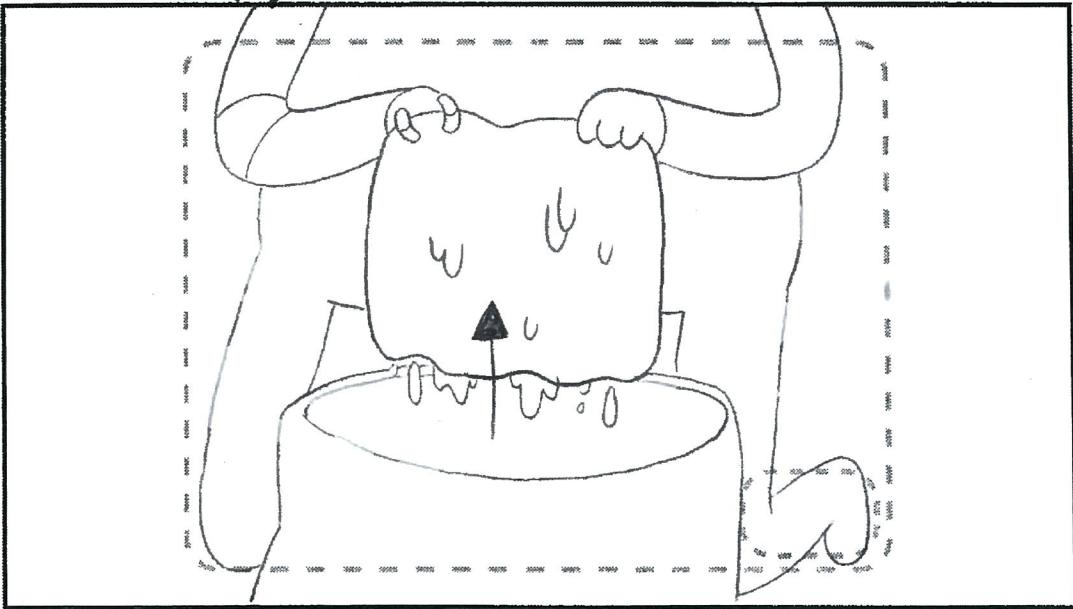
Bg.

day night

Sc. 49 cont Pnl. D

Bg.

day night



Dialog:

Action:

MAR 03 2016

Timing:

Production:

1042 247

1042-247

EPISODE #

1042 247

## ADVENTURE TIME



Page

90

Sc. 49 cont Pnl. E

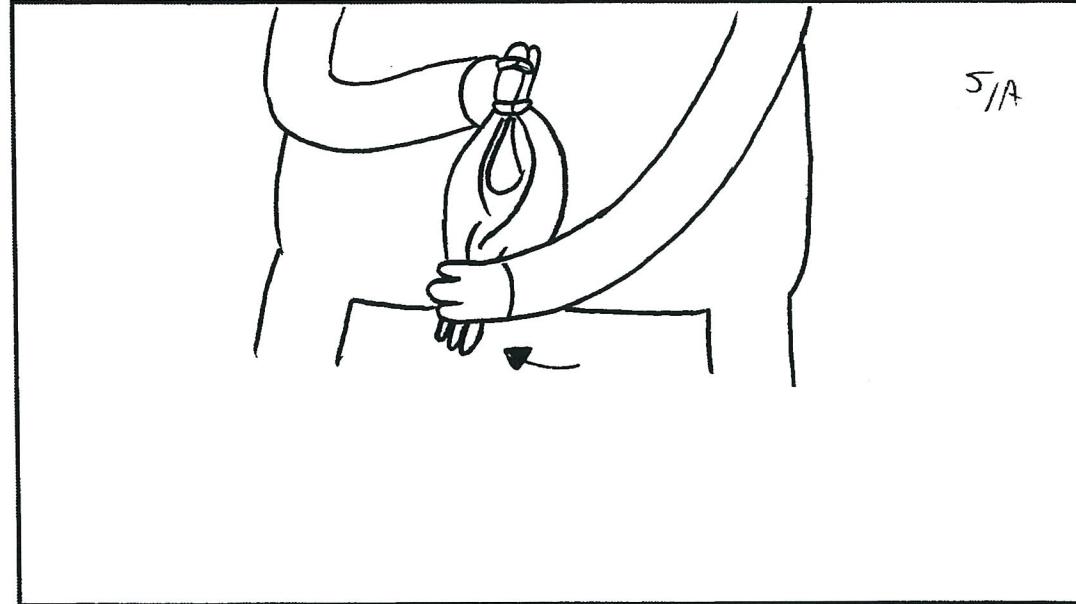
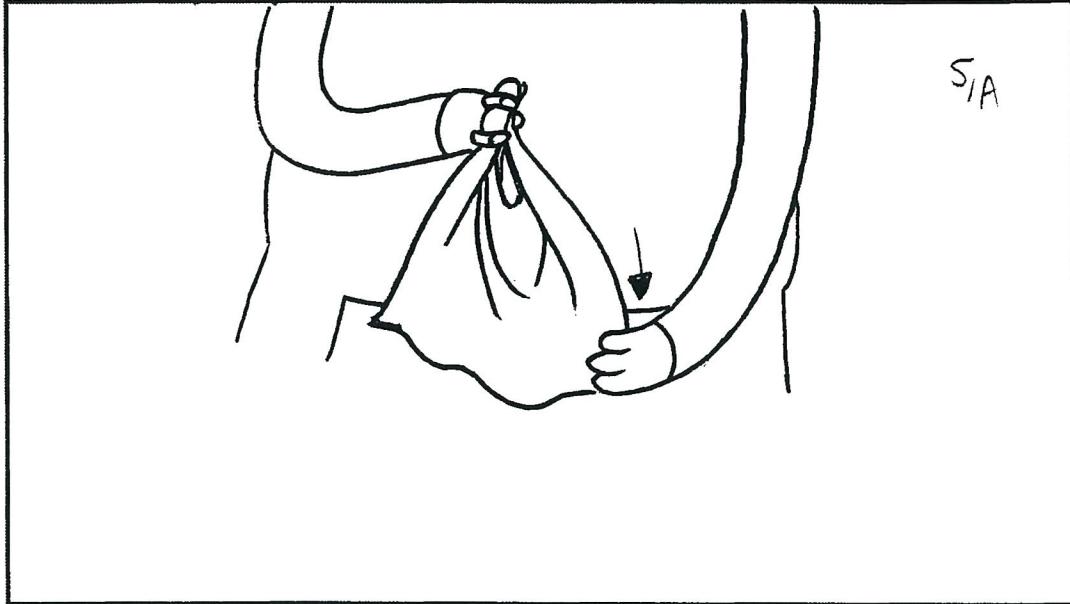
Bg.

day night

Sc. 49 cont Pnl. F

Bg.

day night



Dialog:

MAR 03 2016

Action:

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 91

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Sc. 49 ~~cont~~ Pnl. G

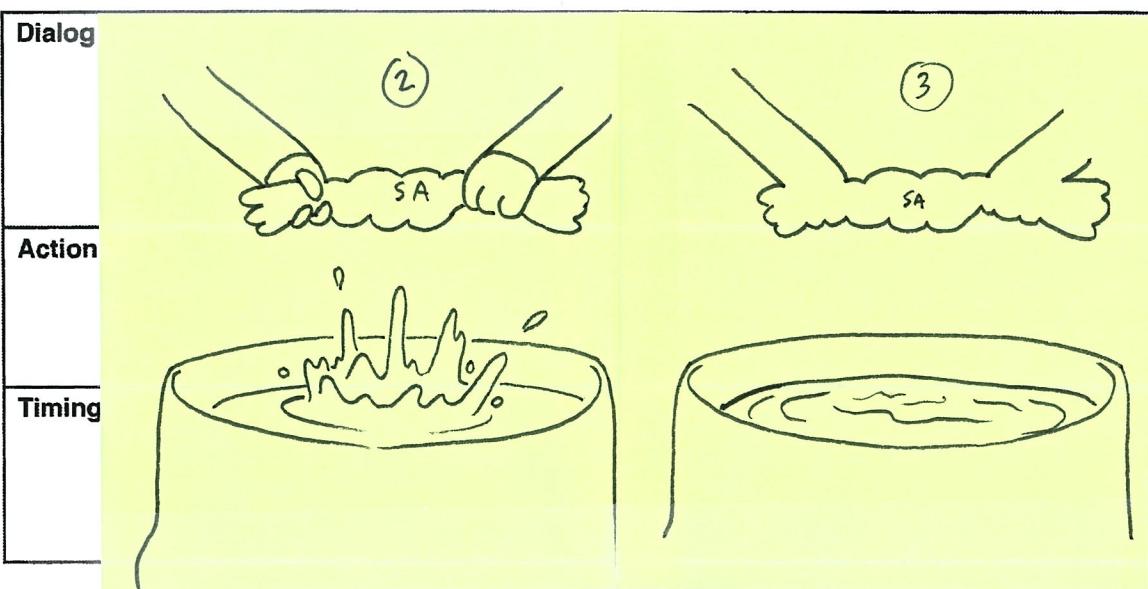
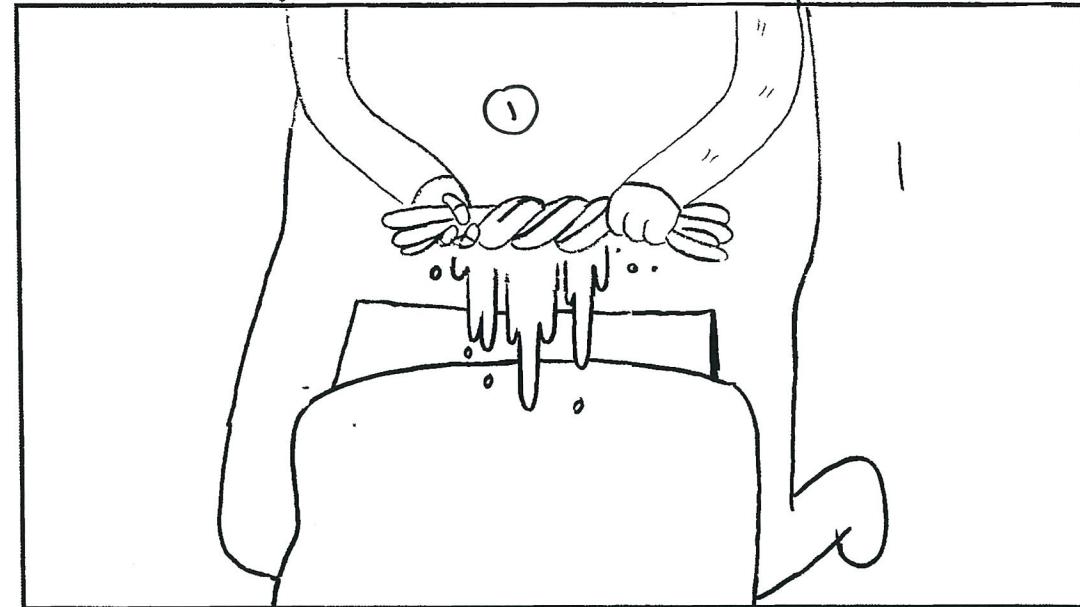
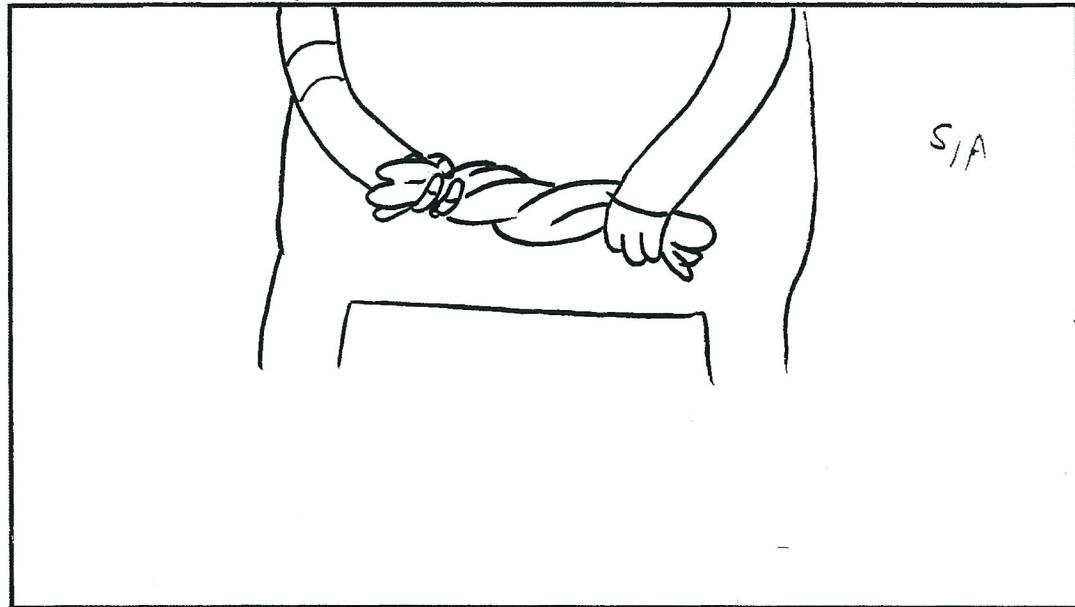
Bg.

day night

Sc. 49 ~~cont~~ Pnl. H

Bg.

day night



- F. SLOWLY WRINGS OUT WASHCLOTH.

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page 92

Sc. 50

Pnl. A

Bg.

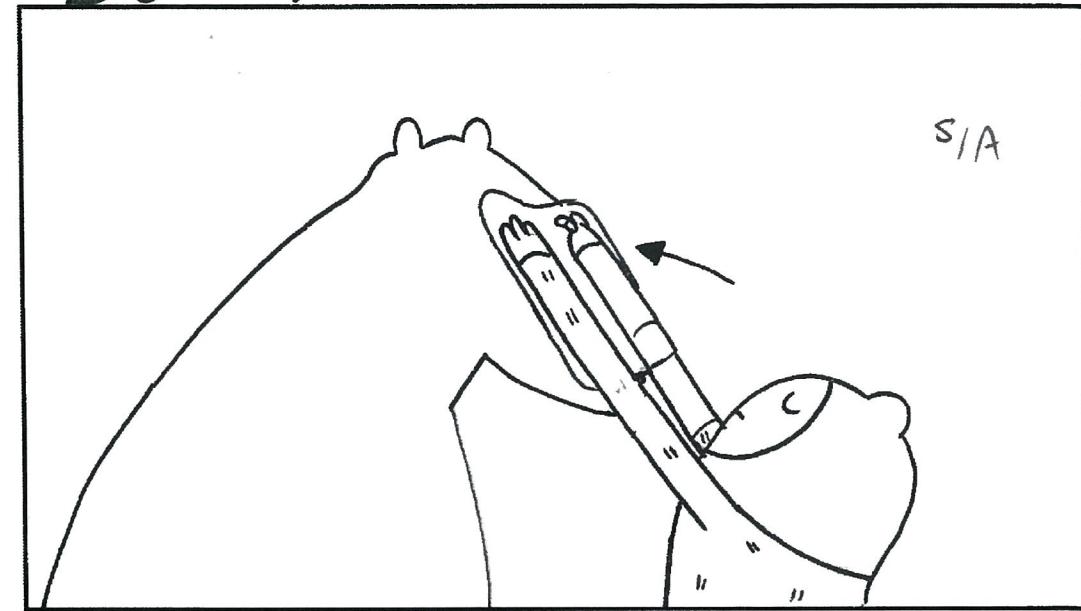
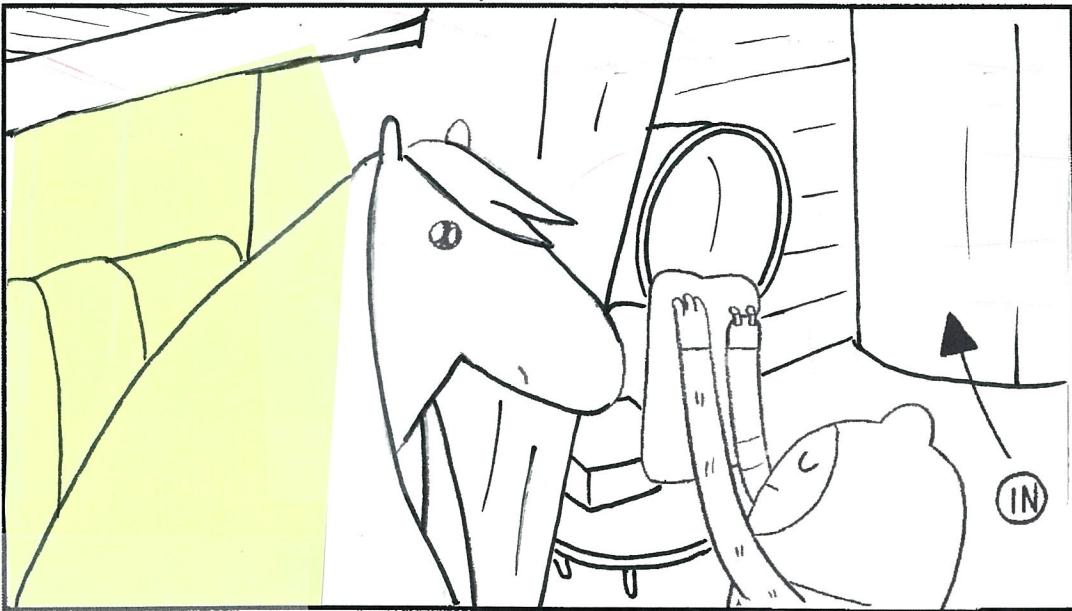
day night

Sc. 50 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- F. RISES ON/S, RAISES WASH CLOTH

MAR 03 2016

Timing:

Production:

1042-247

1042 247

# ADVENTURE TIME



Page 93

1042 247

Sc. 50 cont Pnl. C

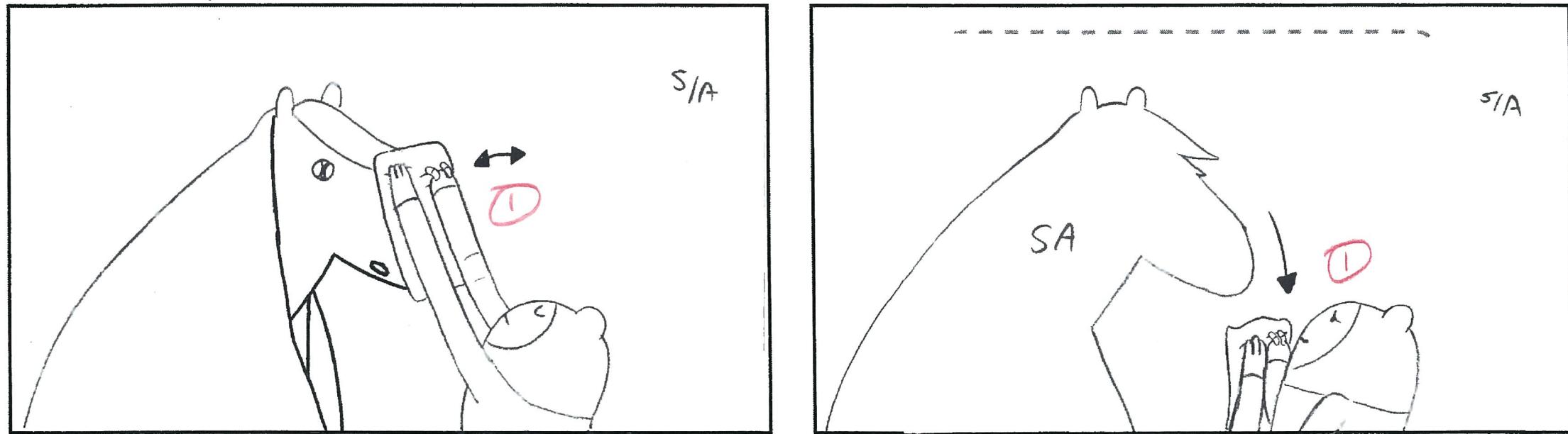
Bg.

day night

Sc. 50 cont Pnl. D

Bg.

day night



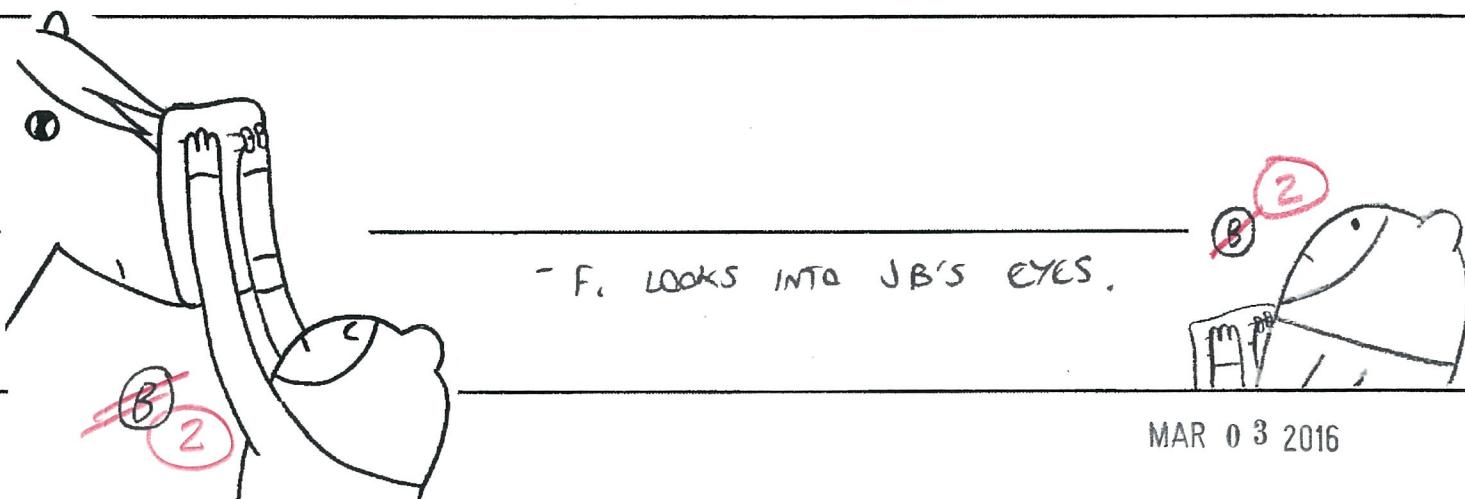
EPISODE #

1042-247

Dialog:

SFX: \* PAT - PAT \*

Action: FINN DABBING JB'S FOREHEAD.



MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME



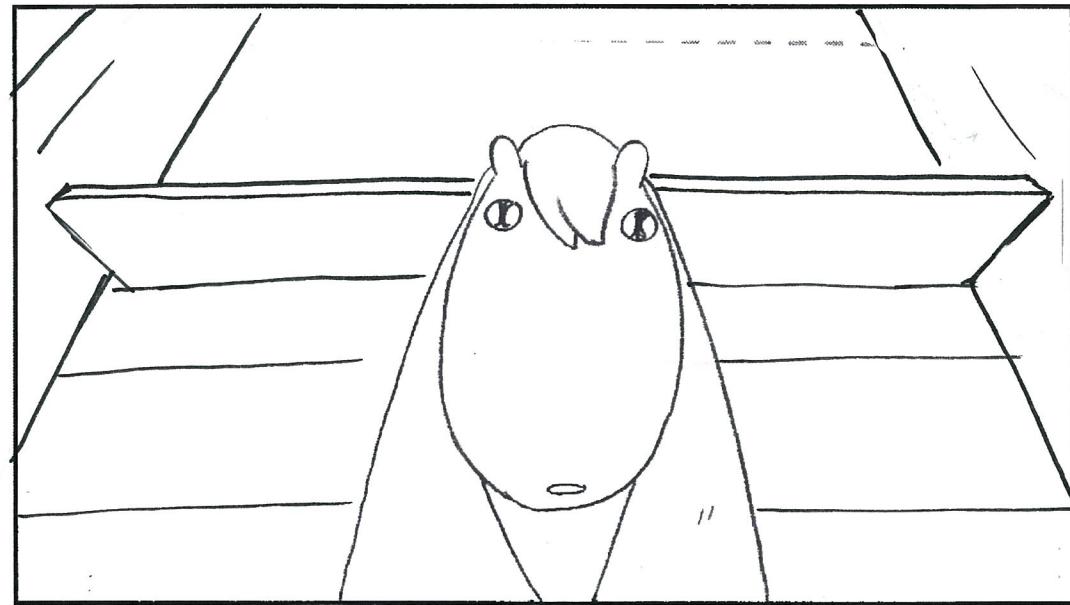
Page 94

Sc. 51

Pnl. A

Bg.

day night

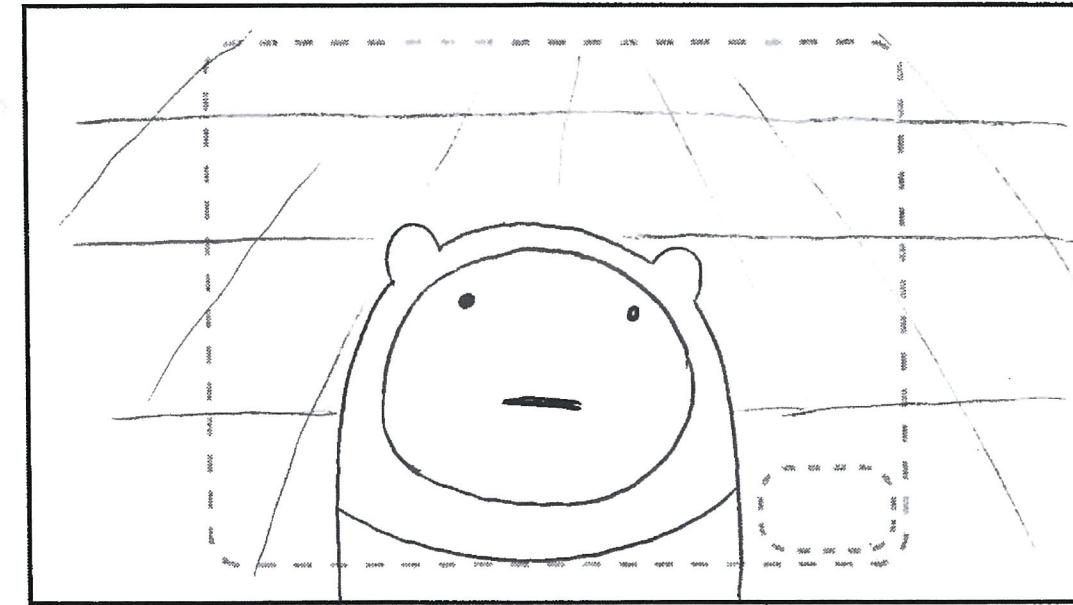


Sc. 52

Pnl. A

Bg.

day night



1042 247

Dialog:

Action:

- FINN PoV of JB.

- JB POV of FINN,

Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

# ADVENTURE TIME



Page 95

Sc. S3

Pnl. A

Bg.

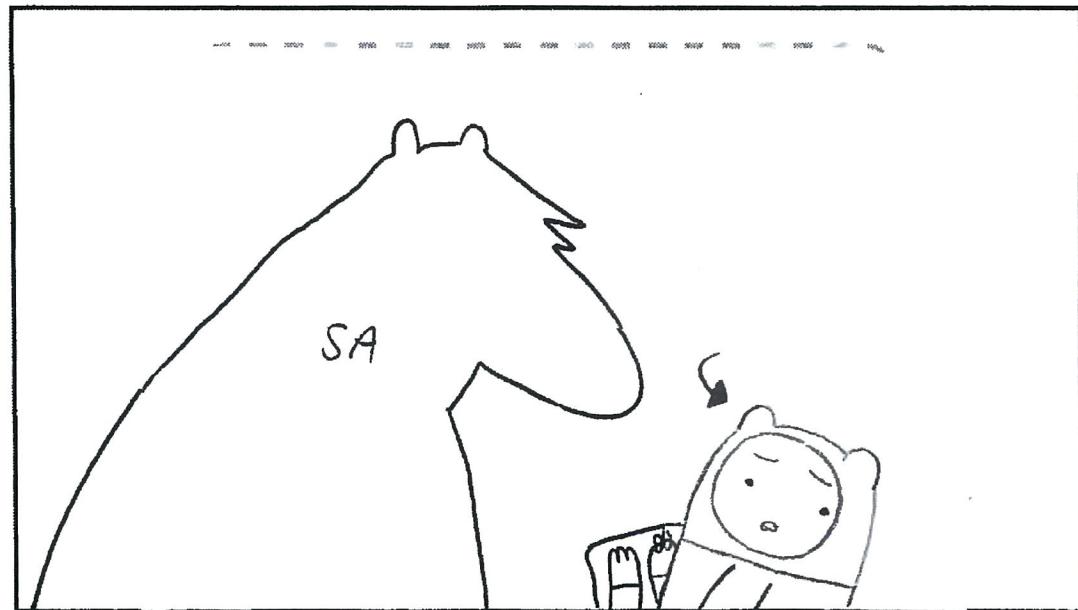
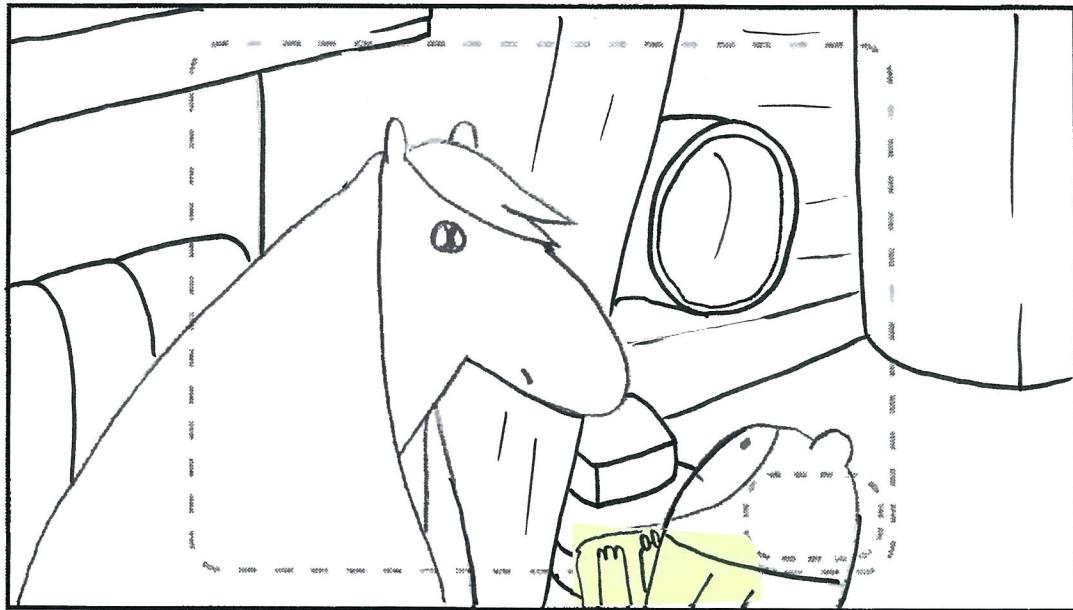
day night

Sc. S3 *cont*

Pnl. B

Bg.

day night



1042 247

Dialog:

FINN: NORMAL NORMAL...  
(TO HIMSELF)

Action: JAMES STARING VACANTLY THROUGH FINN LOOKS AWAY.  
FINN.

MAR 03 2016

Timing:

Production:

1042-247

EPISODE #

1042 247

# ADVENTURE TIME



Page

96

Sc. 53 cont Pnl. C

Bg.

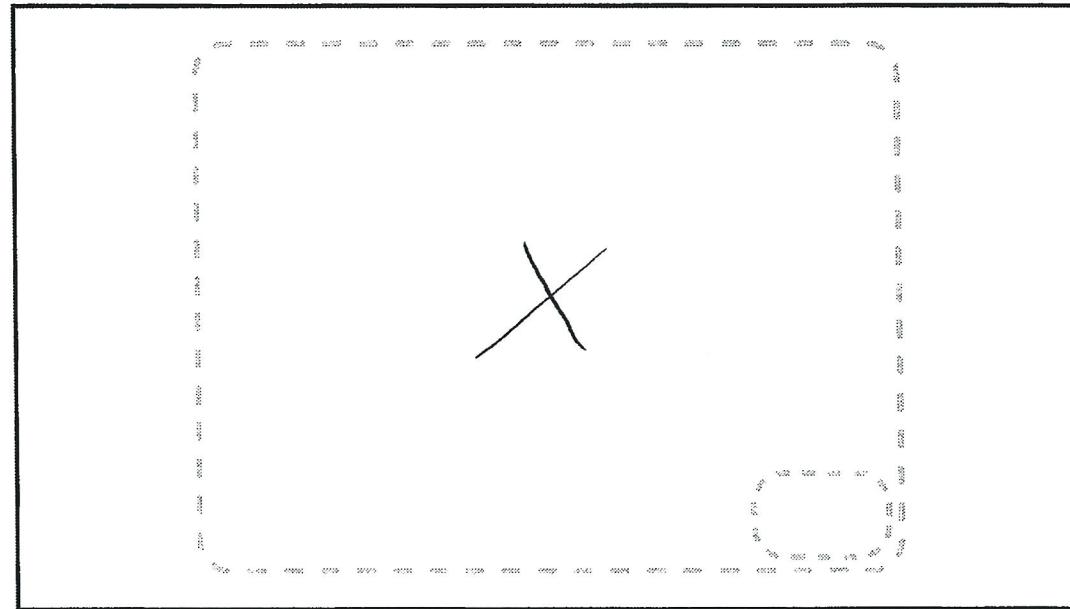
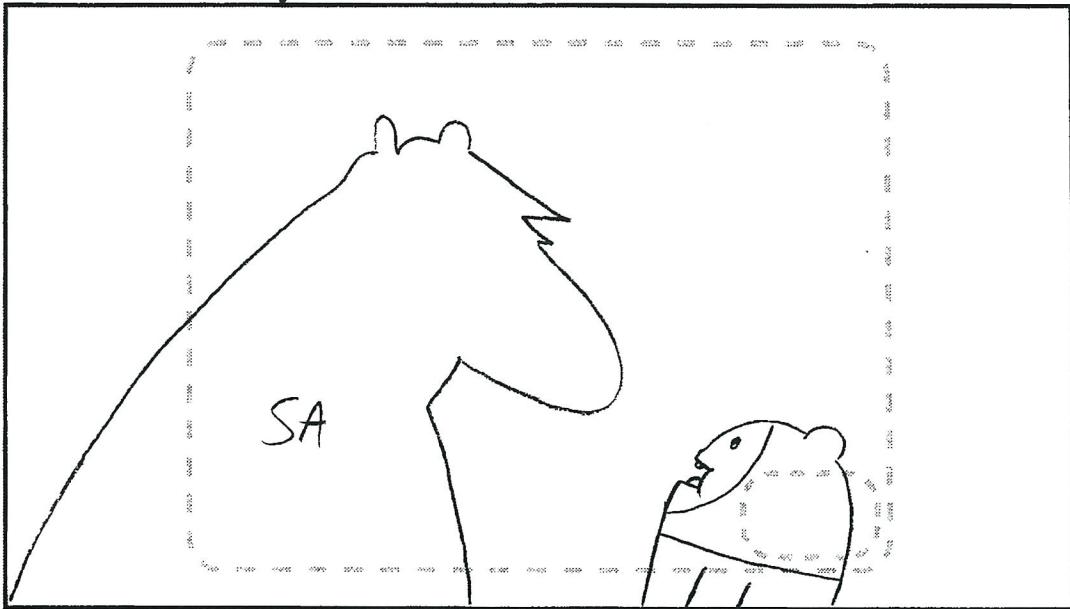
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F:

(TOUGH-GUY ACCENT)  
SO, UHH, YOU GOT ANY WEEKEND  
PLANS?

Action:

MAR 03 2016

Timing:

Production:

1042 247

1042 247

EPISODE # 1042-247

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## ADVENTURE TIME



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Page

Sc. 53 *cont* Pnl. D

Bg.

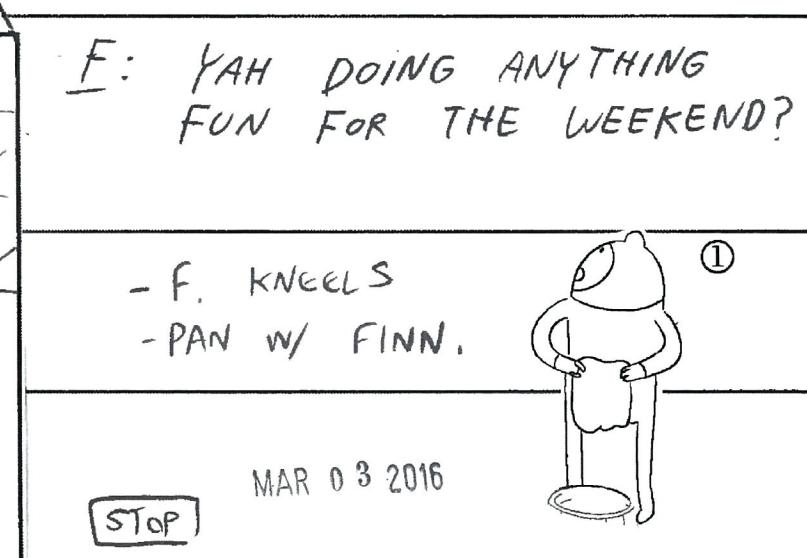
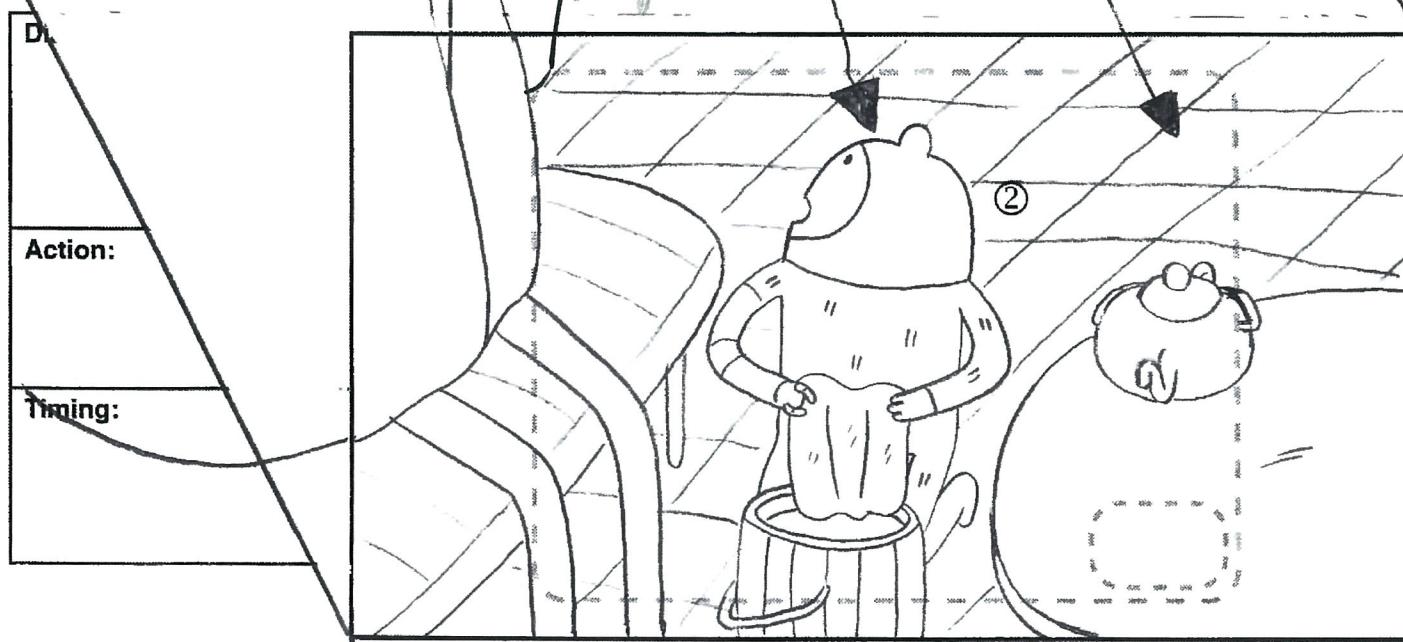
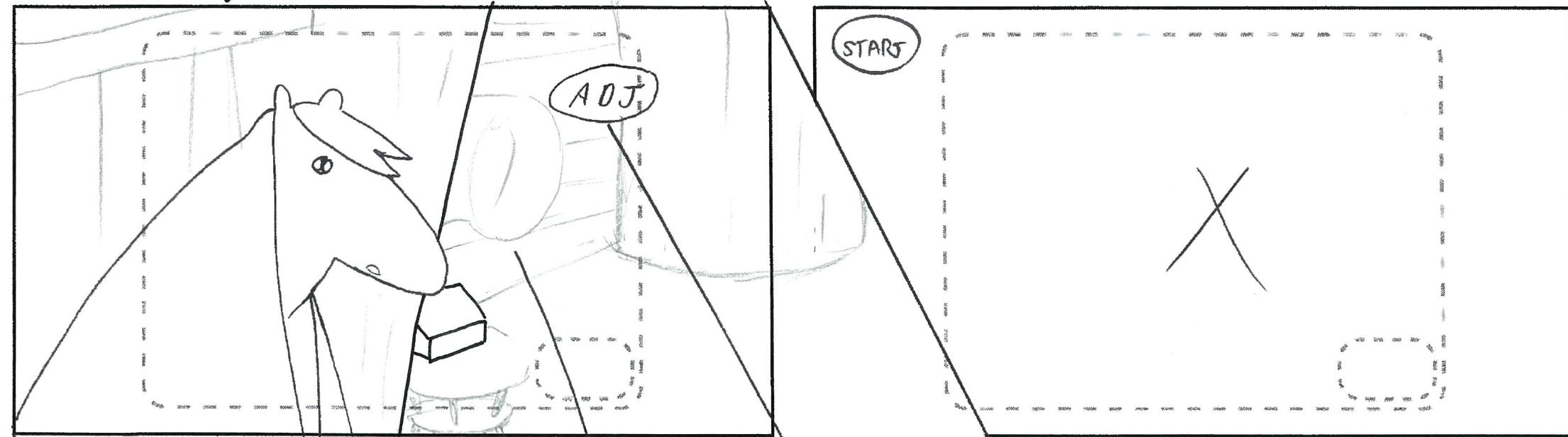
day night

Sc.

Pnl.

Bg.

day night



EPISODE # 1042-247

Production:

1042 247

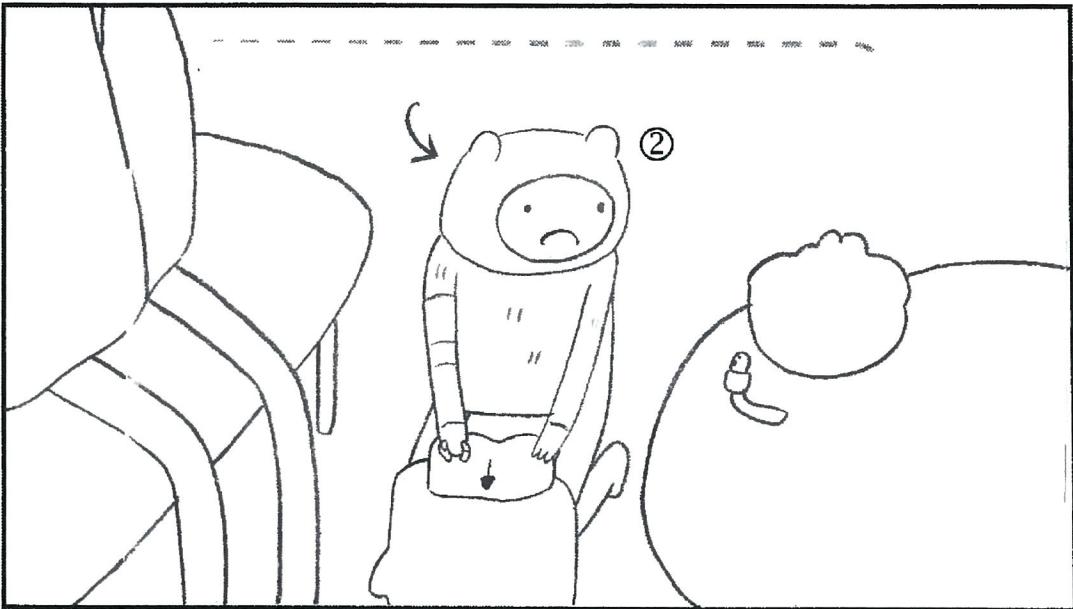
## ADVENTURE TIME



Sc. 53 cont Pnl. E

Bg.

day night

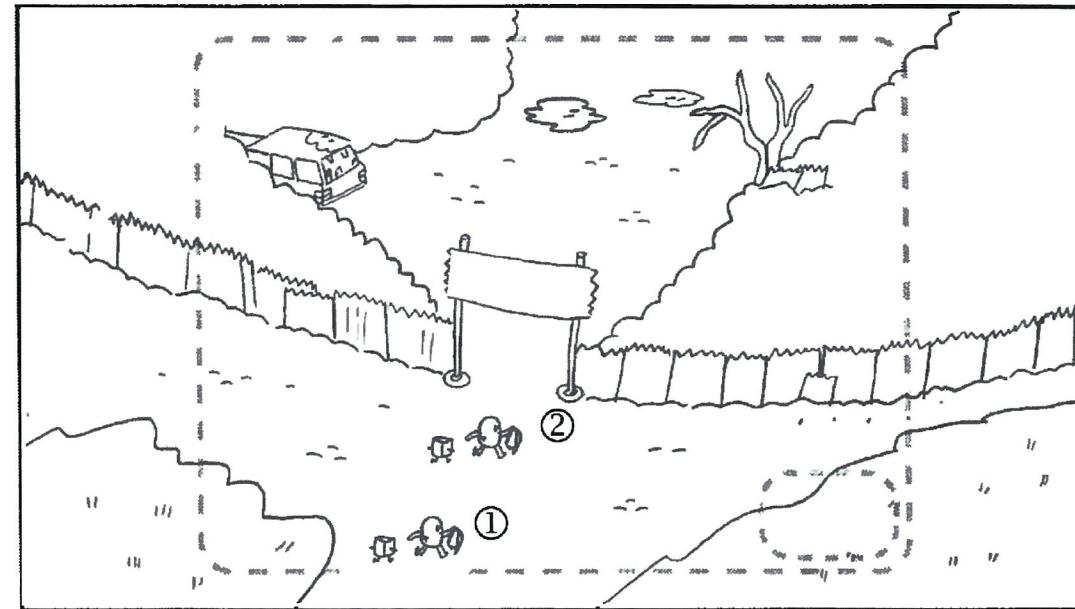


Sc. 54

Pnl. A

Bg.

day night



Page 98

Dialog: SHELBY: YOU'RE REALLY BAD AT  
THIS, MAN...

Action:

- F. TURNS TOWARDS SHELBY.



- JAKE AND BMO HUSTLE TO THE JUNKYARD TO  
LOOK FOR SCRAP PLASTIC.  
(BGS FROM 'RATTLE BALLS')

Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 99

Sc. 55

Pnl. A

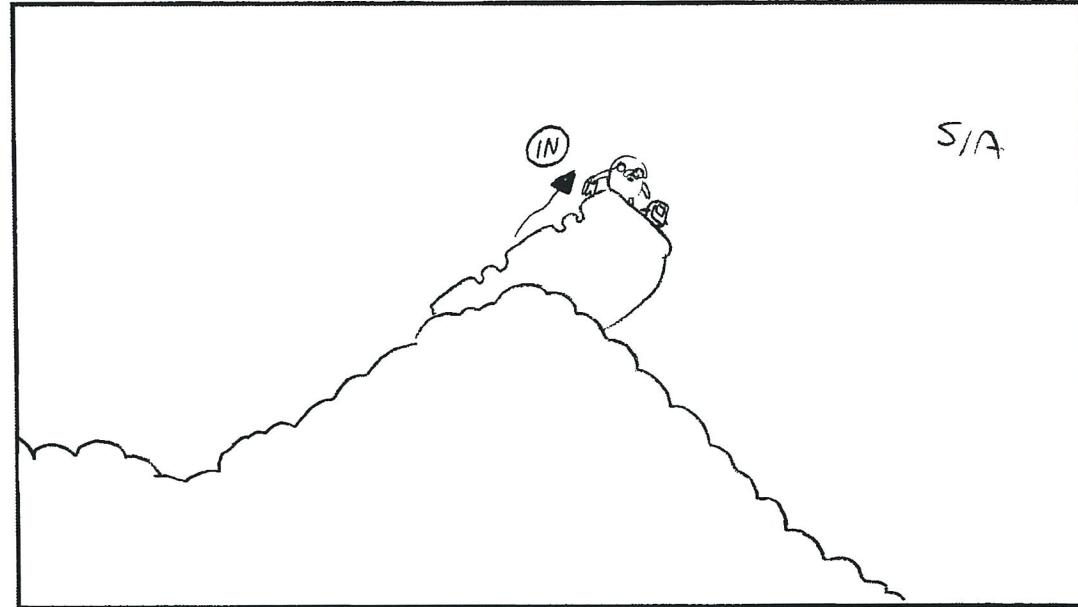
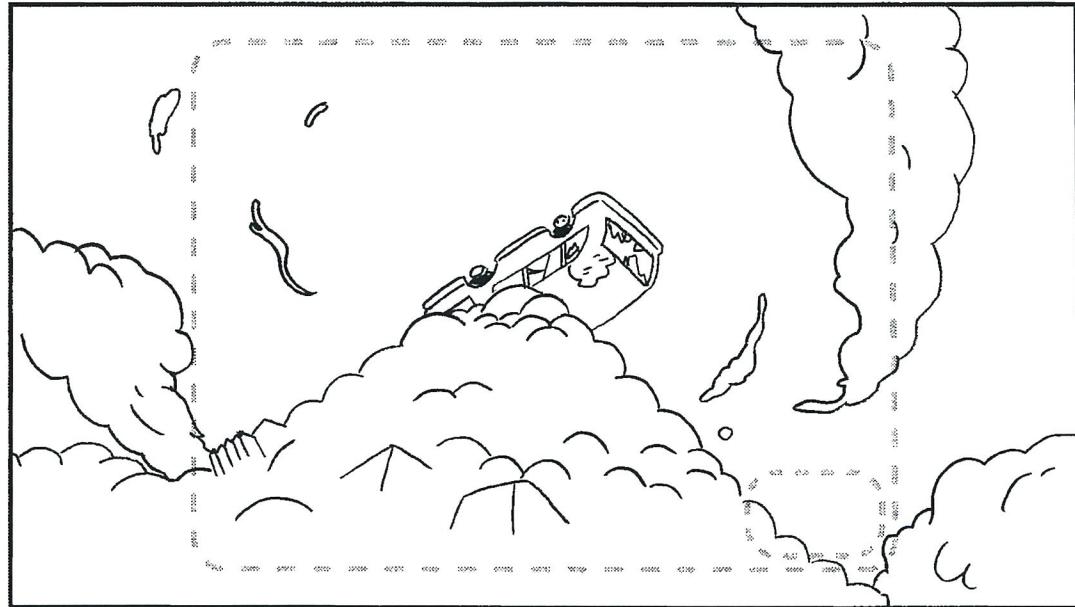
Bg.

day night

Sc. 55 cont Pnl. B

Bg.

day night



Dialog:

Action:

- F+J CLIMB ON/S.

Timing:

MAR 03 2016

Production:

1042-247

EPISODE #

1042 247

1042 247

# ADVENTURE TIME



Page 100

Sc. 56

Pnl. A

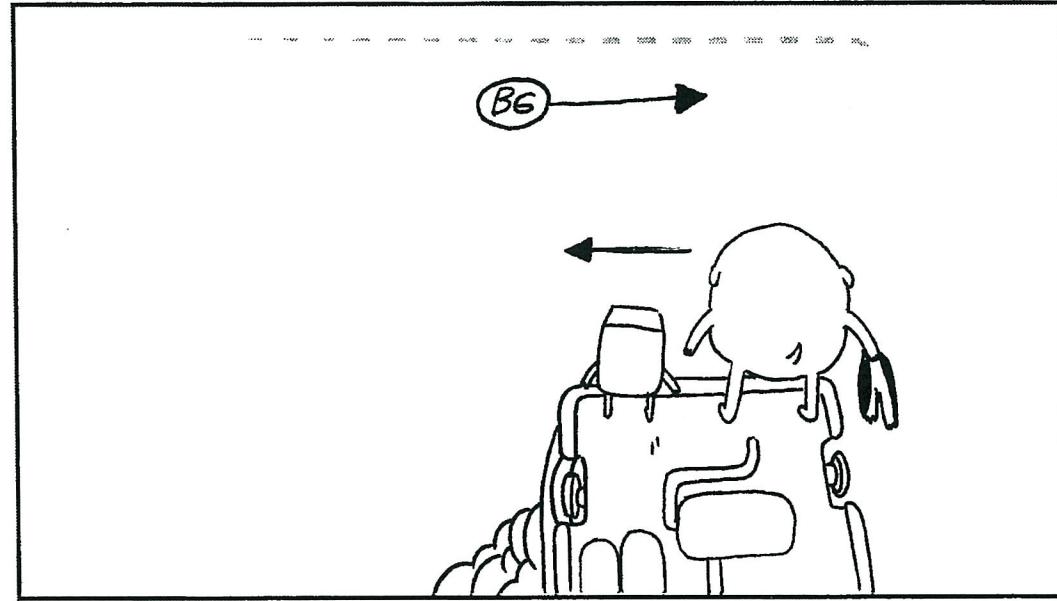
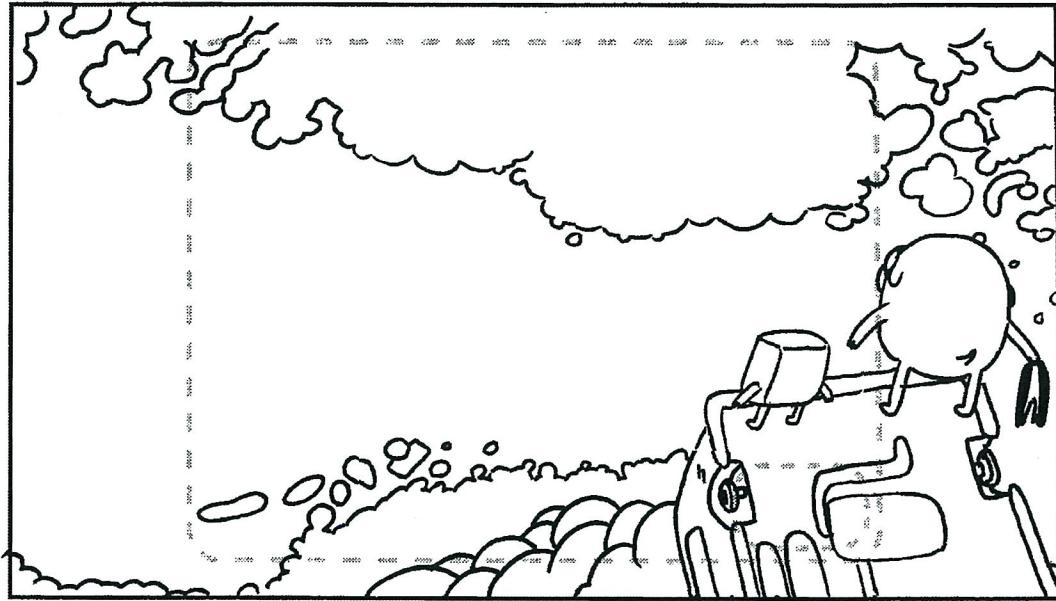
Bg.

day night

Sc. 56 cont Pnl. B

Bg.

day night



Dialog:

J: Surely we'll find a patch here

*animated foreground*

Action:

- JAKE AND BMO SURVEY THE JUNKYARD.

*Look for new page*

Timing:

- send in layers!

MAR 03 2016

Production:

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# ADVENTURE TIME



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Sc. 56 cont Pnl. C

Bg.

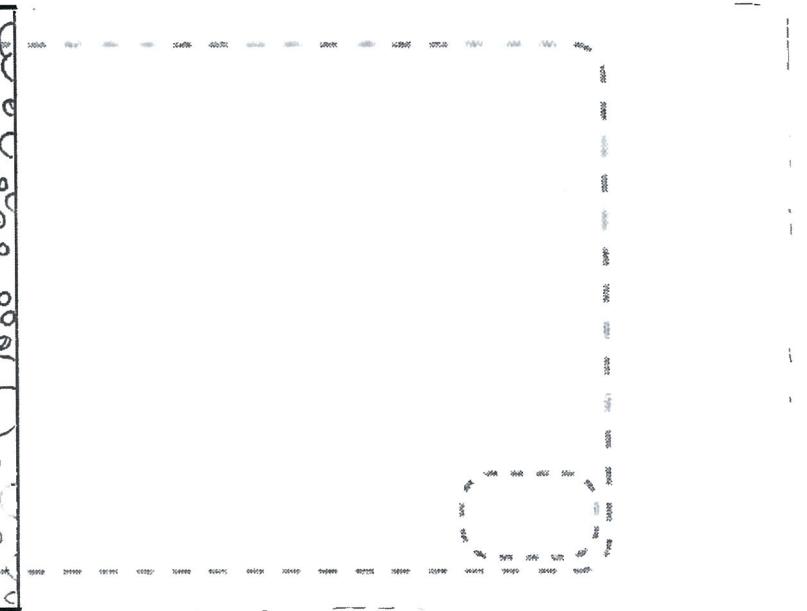
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

MAR 03 2016

Production:

1042-247

EPISODE #

1042 247

1042 247

# ADVENTURE TIME

Sc. 57

Pnl. A

Bg.



day night

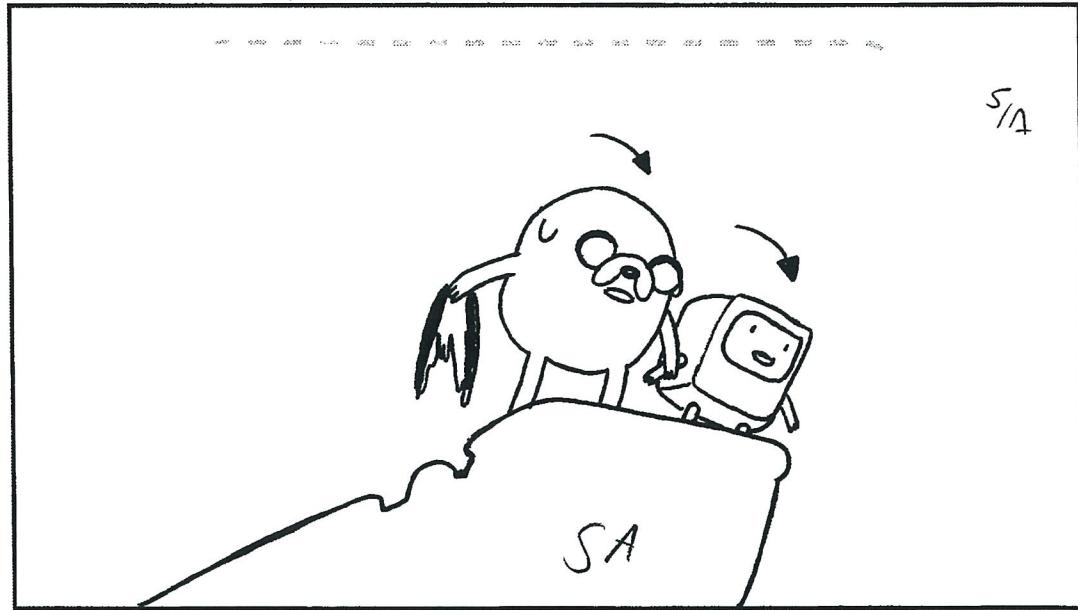
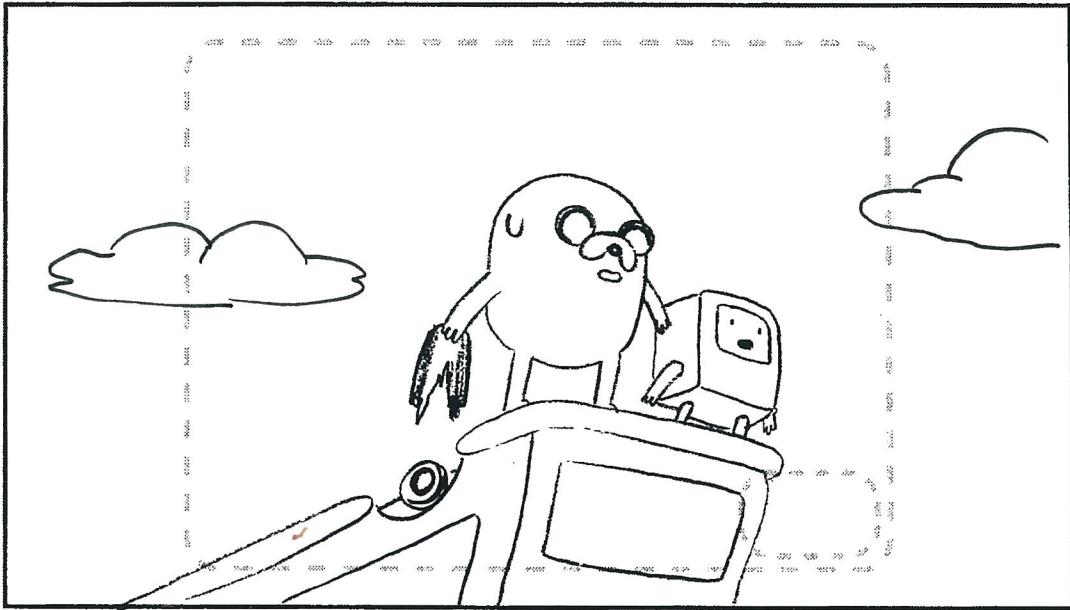
Sc. 57 cont

Pnl. B

Bg.

day night

Page 102



Dialog:

J: Here in  
THE BIG TRASH PILE

RAGGEDY PRINCESS: (O.S.) YOU MEAN THE  
RAG- AND- BONE KINGDOM!

Action:

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

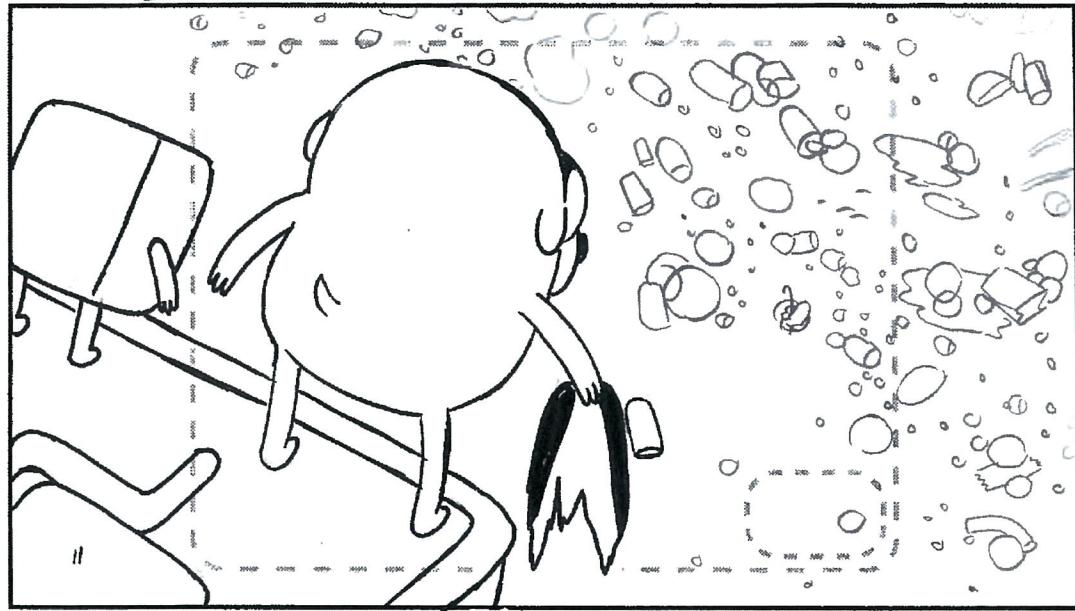


Sc. 58

Pnl. A

Bg.

day night



Sc. 59

Pnl. A

Bg.

day night



Page 103

1042 247

**Dialog:**

(SING-SONG)

RP : ... HIIII ...

RP: (SINGING TO HERSELF) WAITING FOR A FELLA  
MADE OF FLESH AND BONE, BEEN SITTING  
HERE SO LONG ALL ALONE.

**Action:**

- JAKE SEES RAGGEDY PRINCESS IN  
THE VALLEY BELOW.

- RAGGEDY PRINCESS SITTING IN A PUDDLE OF DIRTY  
WATER THAT'S COLLECTED INSIDE A BROKEN  
UMBRELLA.

- RP SINGING TO HERSELF.

**Timing:**

1042-247

EPISODE #

Production:

1042 247

1042 247

## ADVENTURE TIME



Sc. 59 A

Pnl. A

Bg.

day night

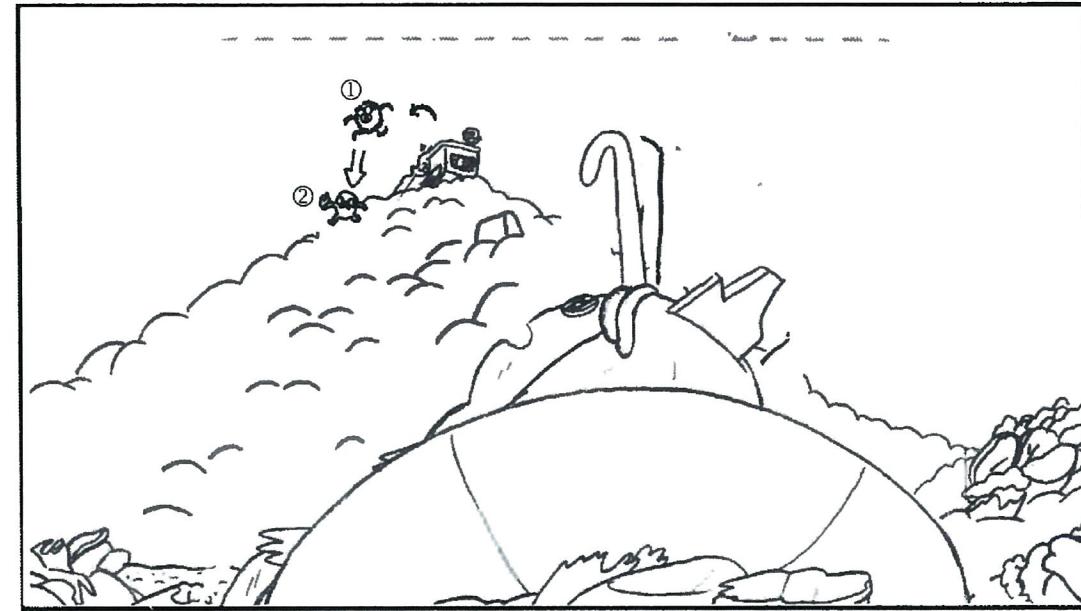
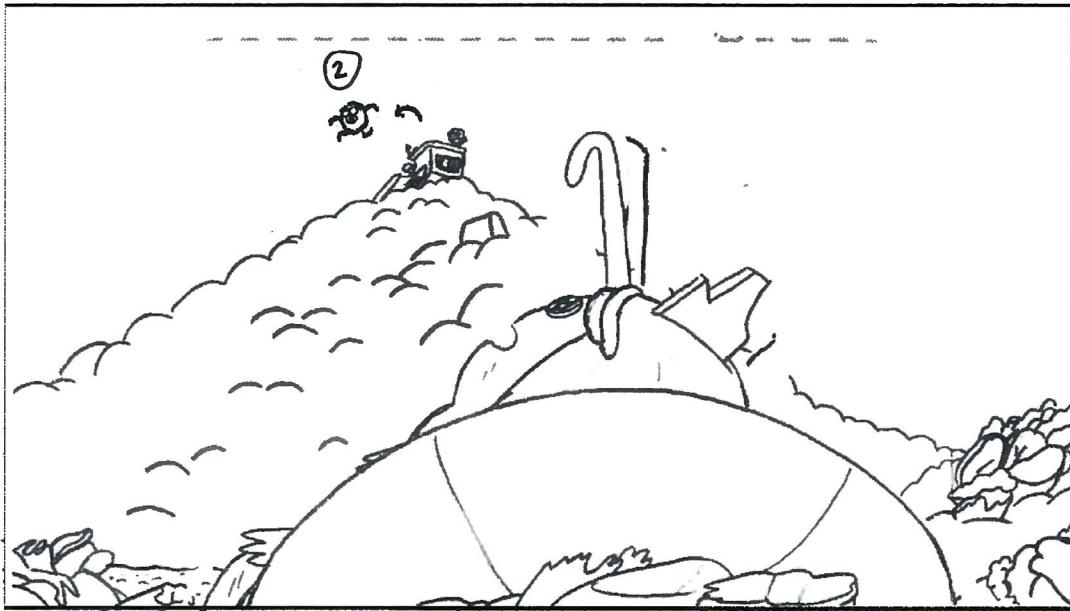
Sc. 59 A ~~cont~~

Pnl. B

Bg.

Page 104

day night



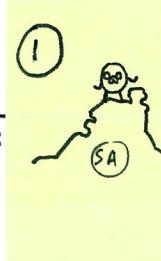
EPISODE # 1042-247

Production:

Dialog:

J: RAGGEDY PRINCESS!

Action: RP ROCKING BACK/FORTH



- JAKE RUNS TO RAGGEDY PRINCESS HOLLERING

MAR 03 2016

Timing:

1042 247

## ADVENTURE TIME

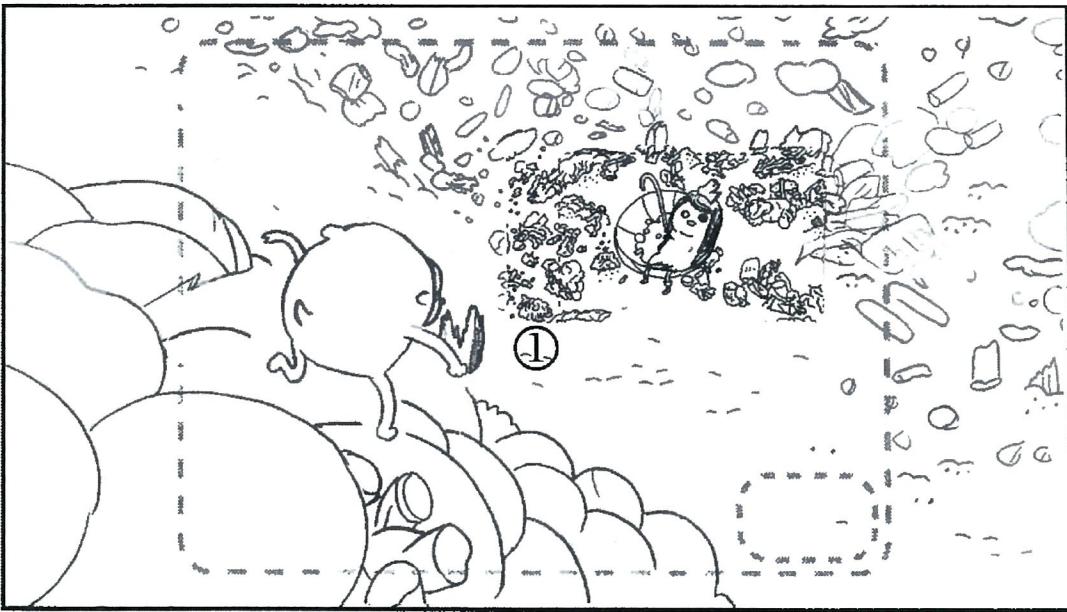


Sc. 60

Pnl. A

Bg.

day night

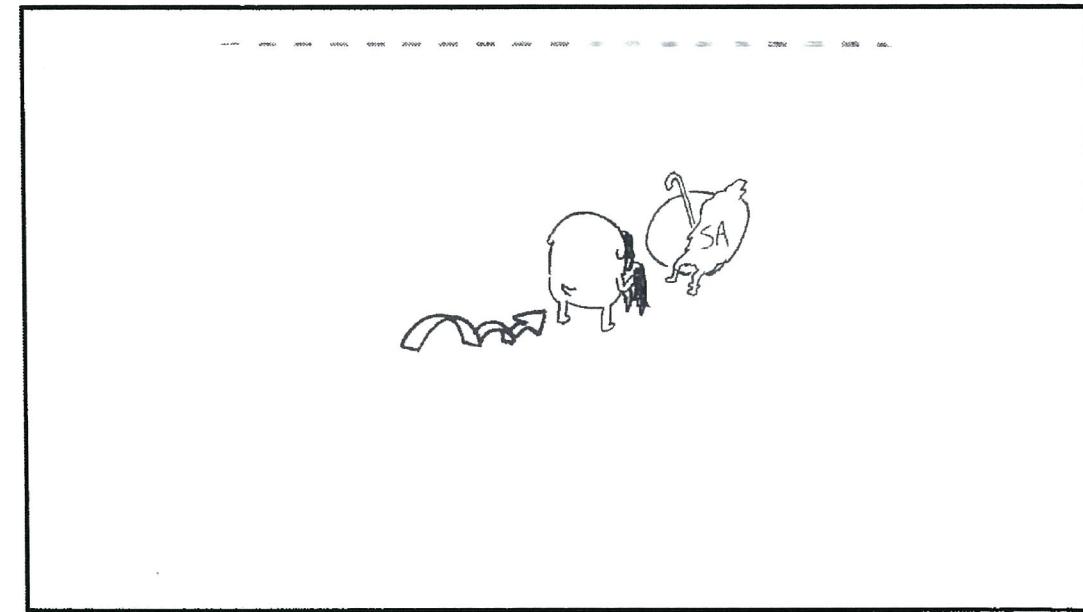


Sc. 60

cont Pnl. B

Bg.

day night



Page 105

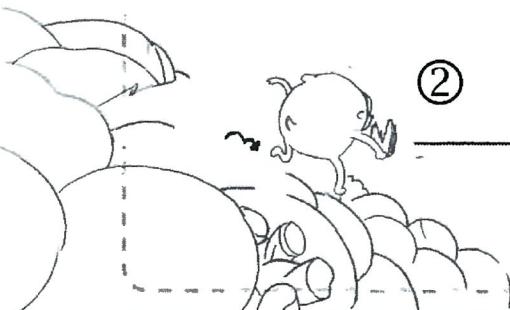
## Dialog:

## Action:

- JI RUNS UP TO RAGGEDY PRINCESS.

MAR 03 2016

## Timing:



Production:

EPISODE # 1042-247

1042 247

## ADVENTURE TIME

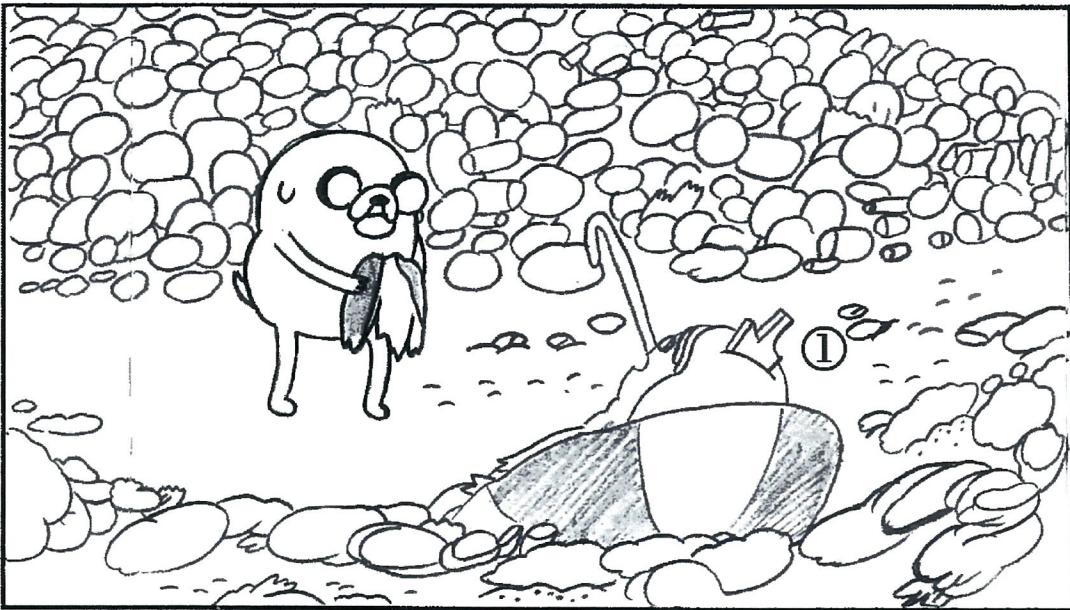


Sc. 61

Pnl. A

Bg.

day night



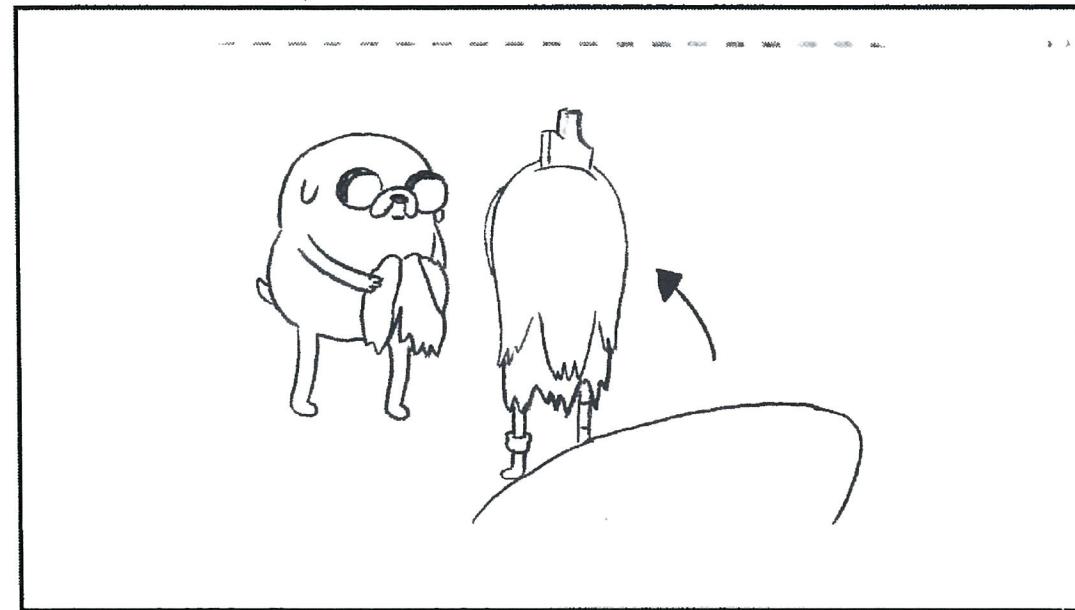
Sc. 61

cont

Pnl. B

Bg.

day night



Page 106

## Dialog:

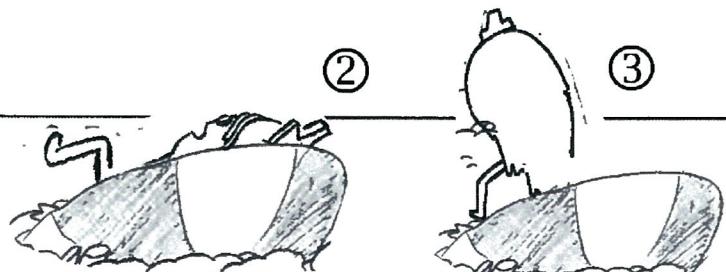
J: CAN YOU PATCH THIS BEACH BALL?

## Action:

- RP STANDS UP.

MAR 03 2015

## Timing:



Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 62

Pnl. A

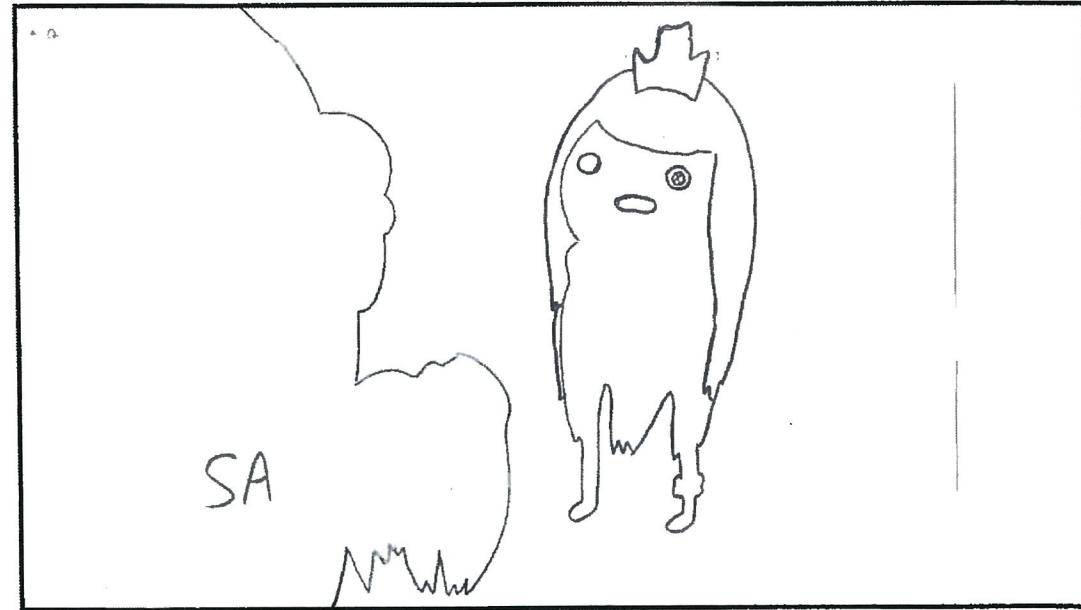
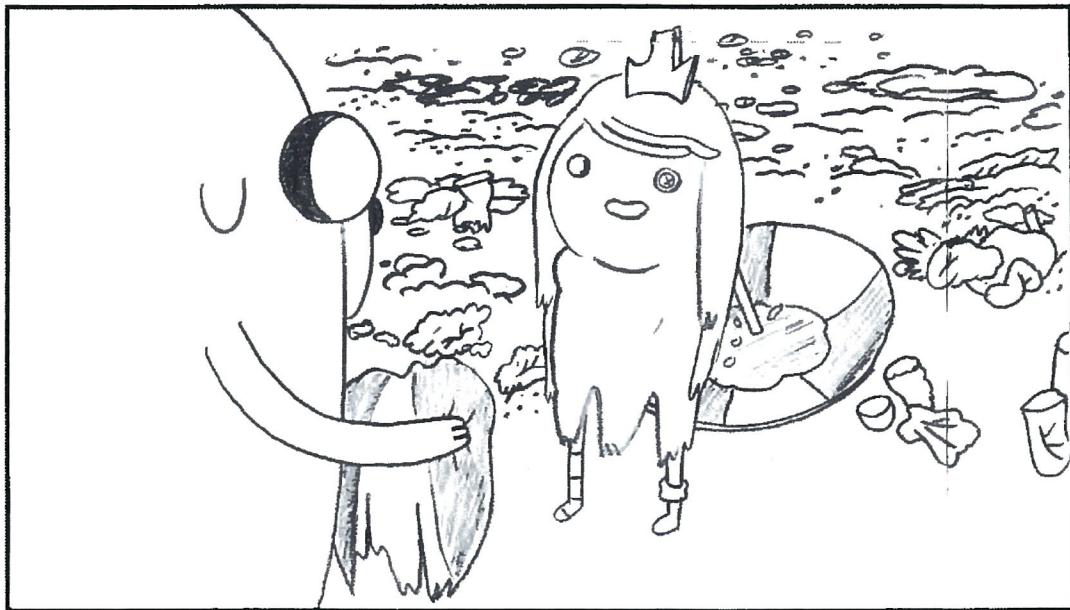
Bg.

day night

Sc. 62 cont Pnl. B

Bg.

Page 107  
107A/NEXT  
day night



Dialog:

RP: LOOKS LIKE THAT BALL  
REQUIRES A RUBBER PATCH.

RP: AND RUBBER IS A MOST DIFFICULT  
MATERIAL TO WORK WITH, **most** ADHESIVES  
DON'T ADHERE PROPERLY.

Action:

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



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Sc.

62 A

Pnl.

A

Bg.

day night

Sc.

62 A cont Pnl. B

Bg.

Page

107 A

day night

108 next



Dialog:

RP:

RUBBER  
SHRINKS, STRETCHES, AND FLOPS AROUND...

Action:

MAR 03 2016

Timing:

Production:

1042 247

EPISODE #  
1042-247

1042 247

1042 247

# ADVENTURE TIME

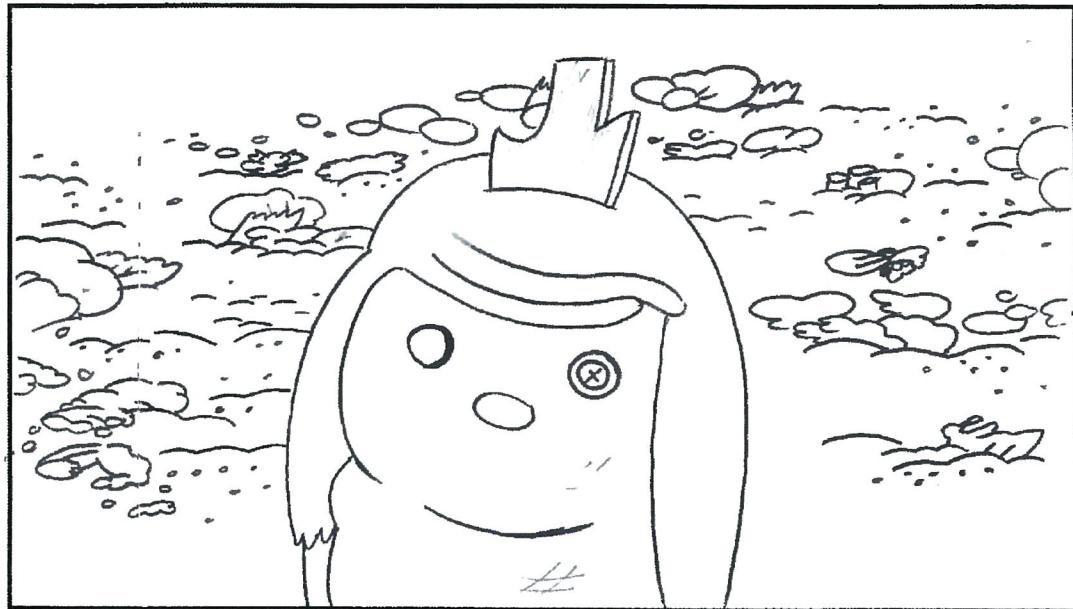


Sc. 63

Pnl. A

Bg.

day night

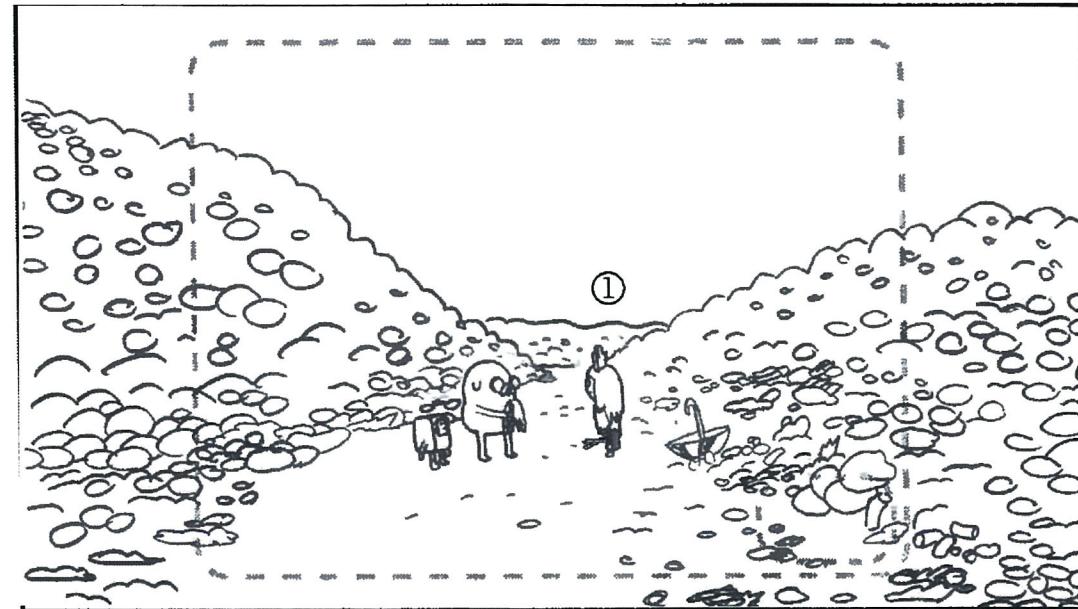


Sc. 64

Pnl. A

Bg.

day night



Page 108

1042-247

EPISODE #

1042 247

Dialog: RP: BUT! IN MY KINGDOM,  
EVERYTHING CAN BE FOUND IF  
YOU POKE AROUND ENOUGH.

RP: So THERE'S AN UNDAMAGED  
BEACH BALL HERE... SOMEWHERE.

Action:



MAR 03 2016

Timing:

Production:

1042 247

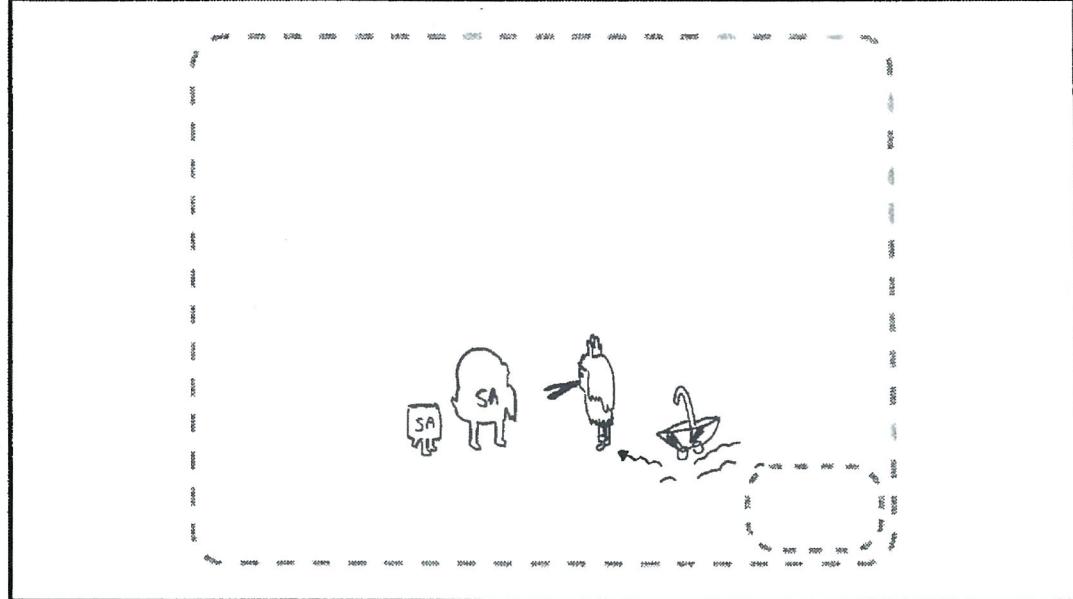
# ADVENTURE TIME



Sc. 64 *cont* Pnl. B

Bg.

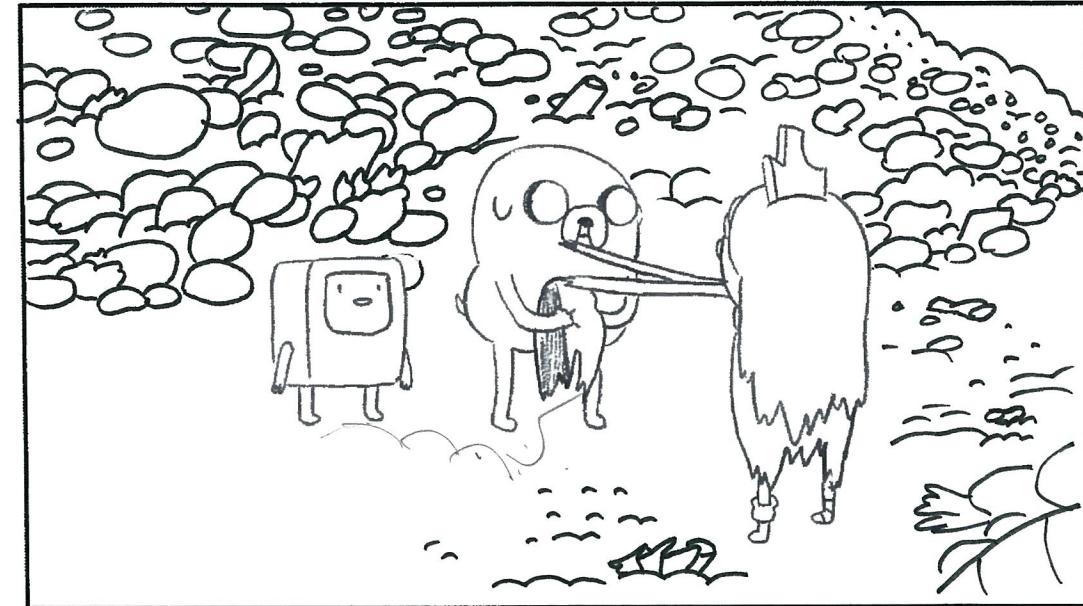
day night



Sc. 65 Pnl. A

Bg.

day night



Page 109

1042 247

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Dialog:

RP: HERE! (MOUTH FULL)

Action: RP GRABS STICK FROM PILE WITH HER MOUTH.



MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

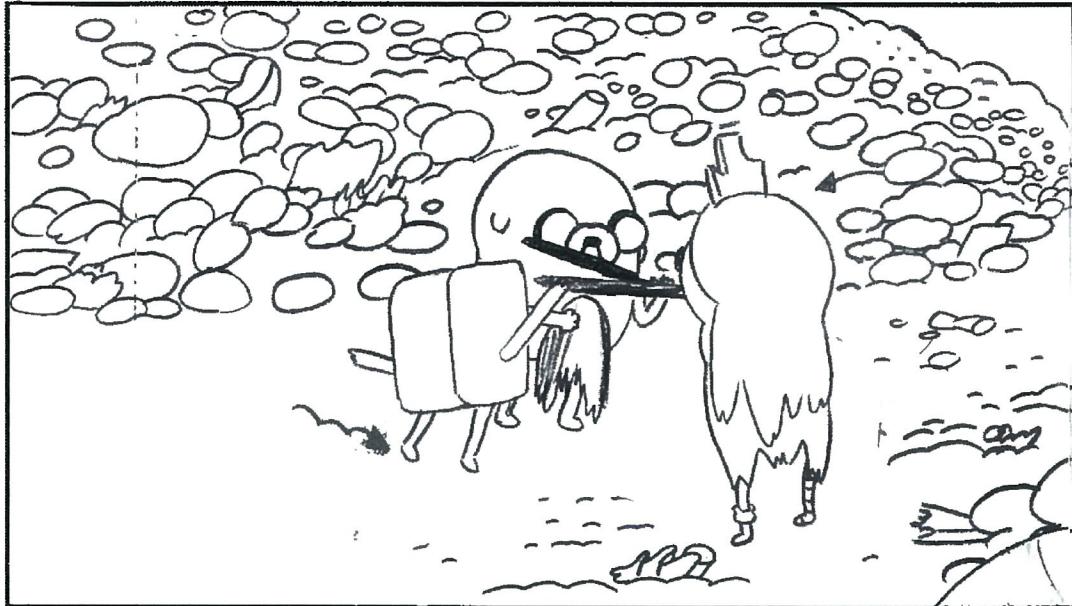


Page 110

Sc. 65 cont Pnl. B

Bg.

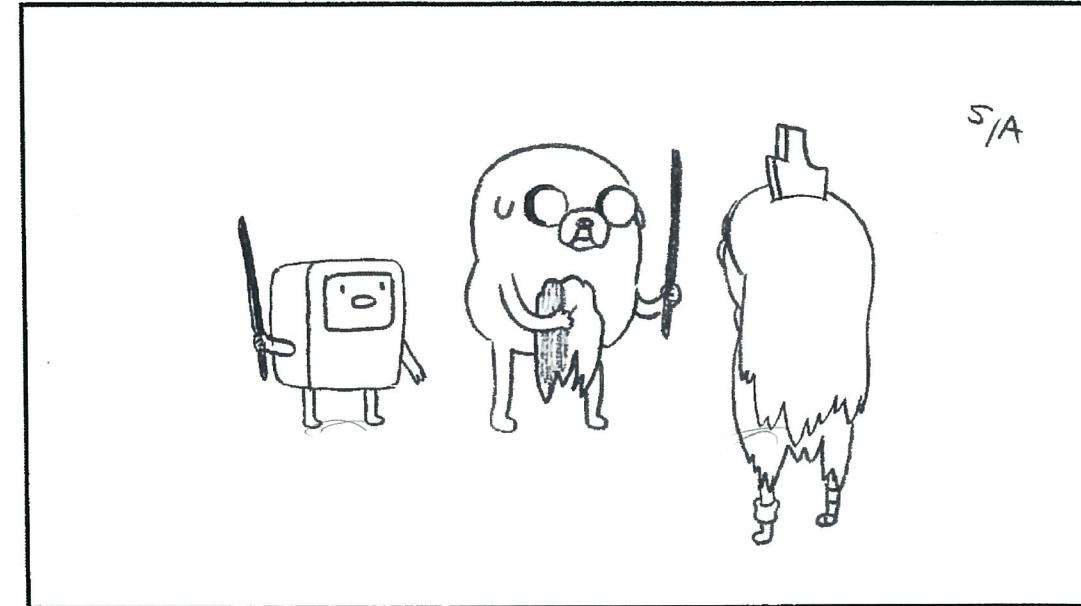
day night



Sc. 65 cont Pnl. C

Bg.

day night



1042 247

Dialog:  
RP: HAVE SOME POKING STICKS.  
(MOUTH FULL)

Action:

MAR 03 2016

Timing:

Production:

1042 247

1042 247

1042-247

EPISODE #

# ADVENTURE TIME



Page 111

Sc. 65 cont Pnl. D

Bg.

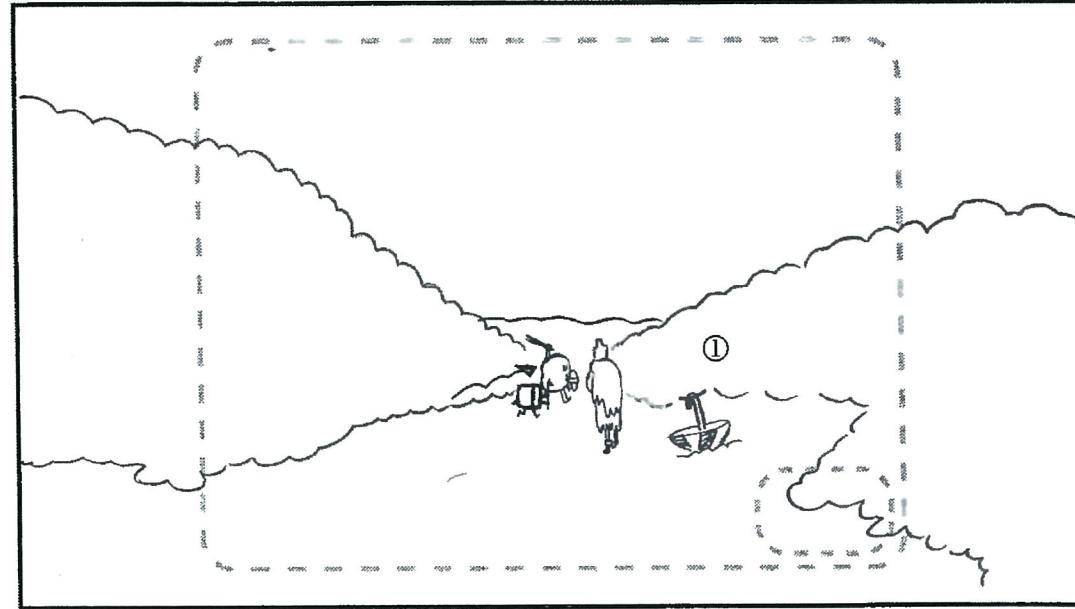
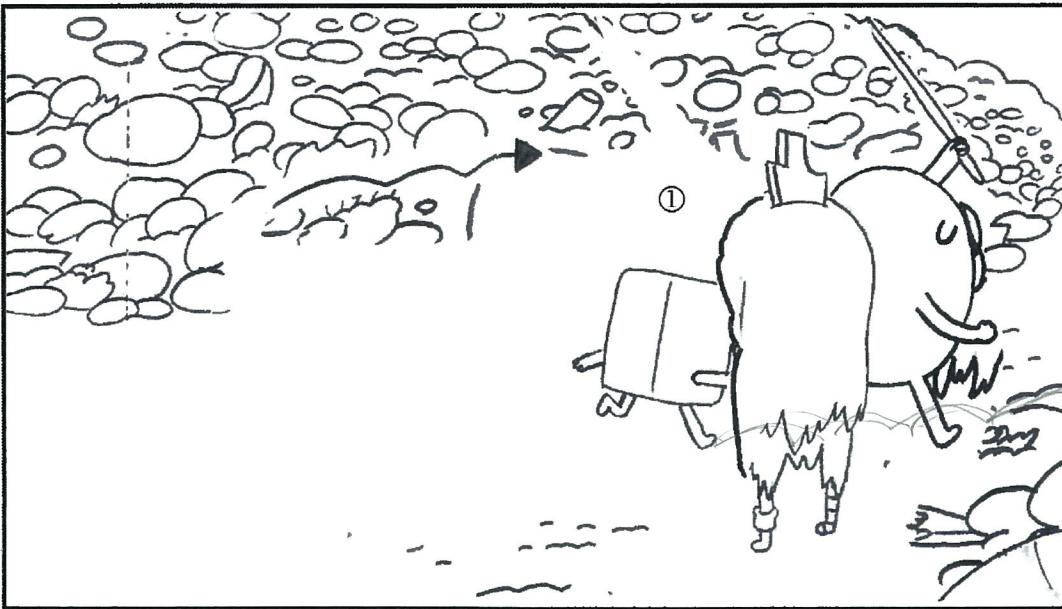
day night

Sc. 66

Pnl. A

Bg.

day night



Dialog:

J: C'MON, BMO.

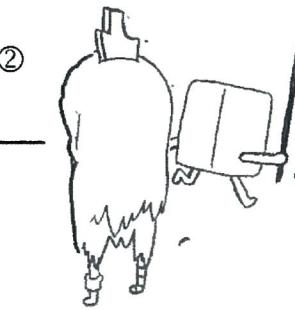
BMO: FOR JAAAMES!

Action:

- BMO AND JAKE RUNT OFF.

MAR 03 2016

Timing:



Production:

1042-247

EPISODE #

1042 247

1042 247

# ADVENTURE TIME



Page 112

Sc. 66 cont Pnl. B

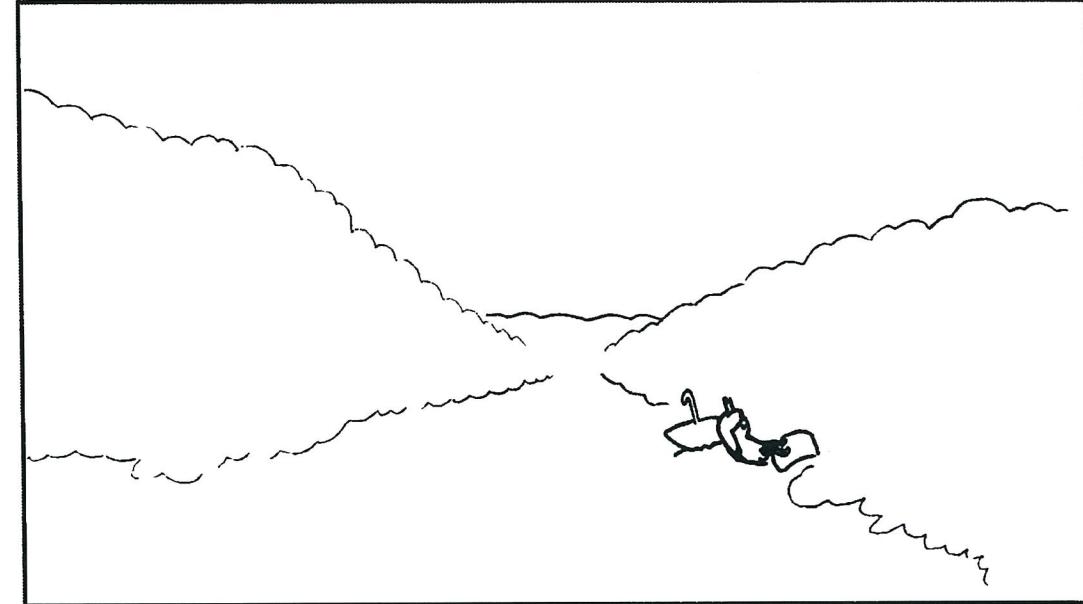
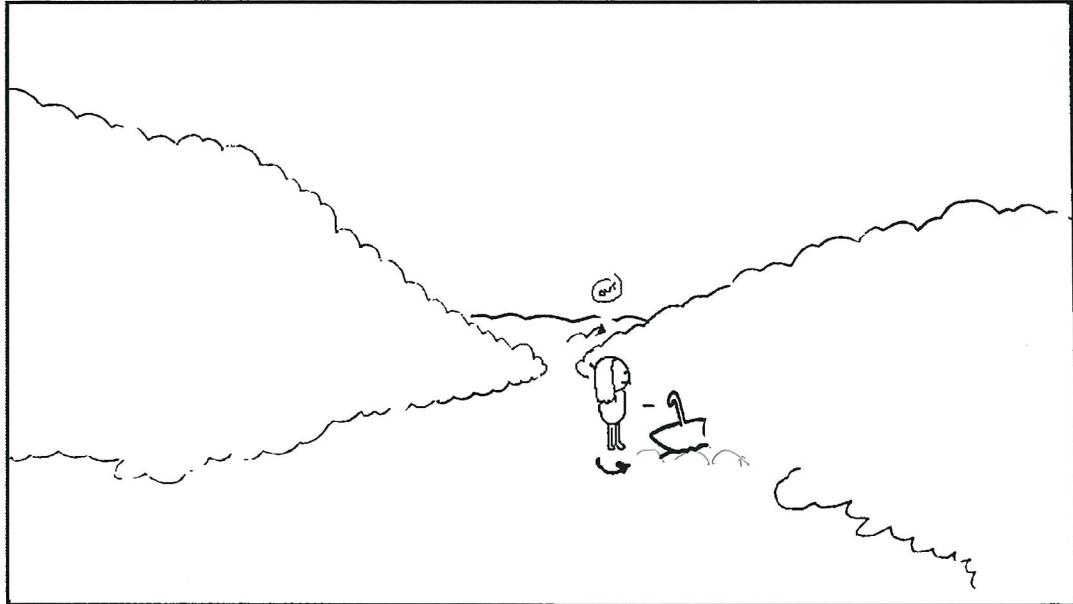
Bg.

day night

Sc. 66 cont Pnl. C

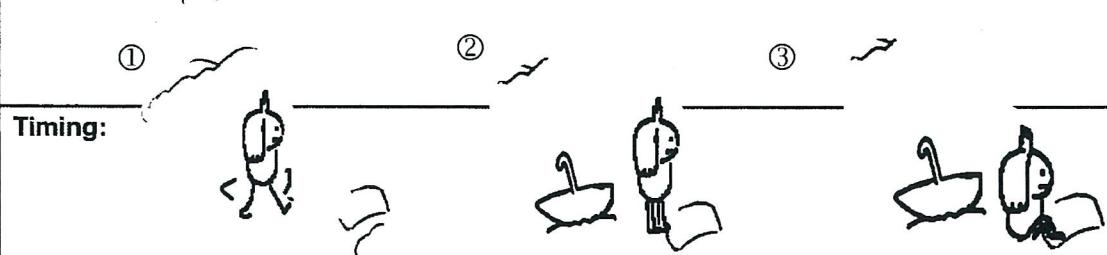
Bg.

day night



Dialog:

Action: - RP CHECKS UNDER A NEARBY BLANKET.



MAR 03 2016

Production:

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1042 247

1042 247

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# ADVENTURE TIME



Page 113

Sc. 67

Pnl. A

Bg.

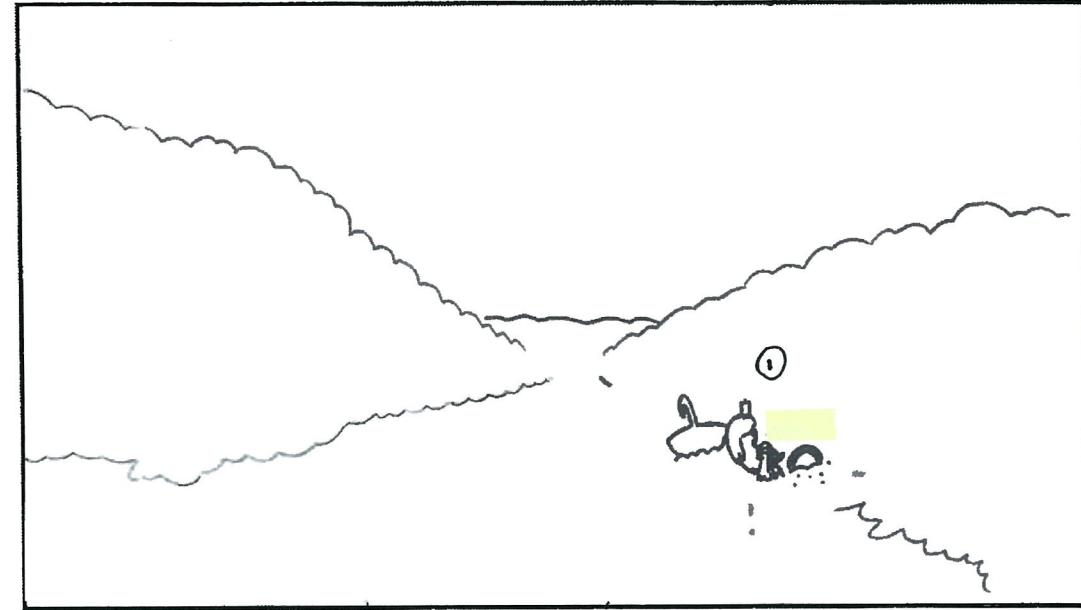
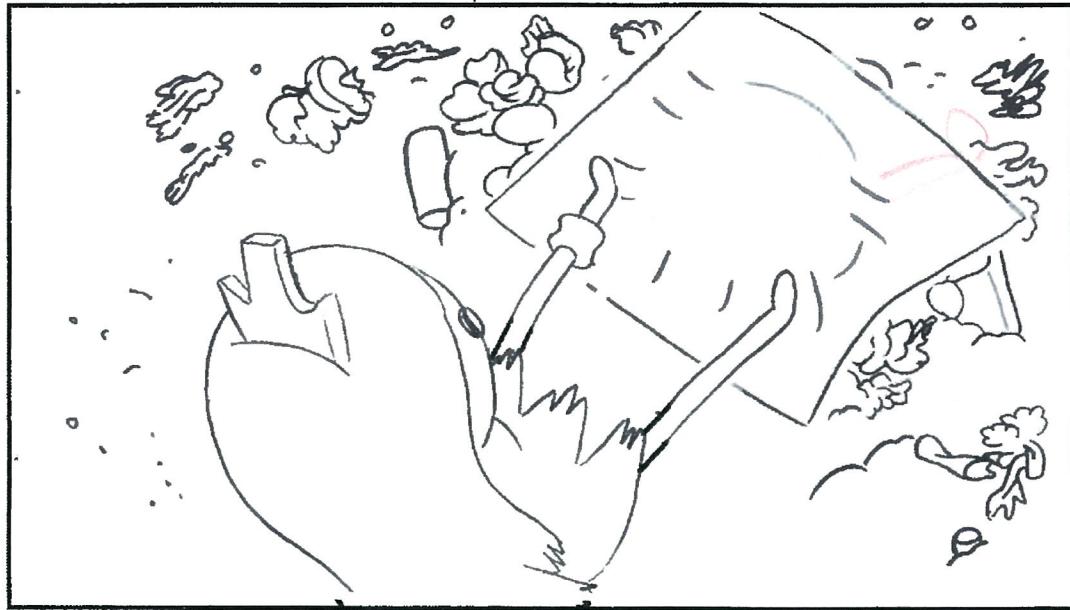
day night

Sc. 68

Pnl. A

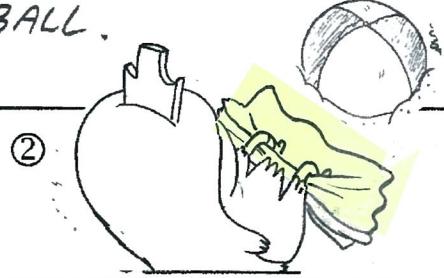
Bg.

day night

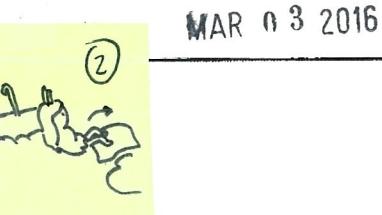


Dialog:

Action: - RP SEES A PERFECT JAMES BAXTER BEACH BALL.



- RP COVERS IT BACK UP.



Timing:

Production:

1042 247

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Production:

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# ADVENTURE TIME



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Sc. 68 *cont* Pnl. B

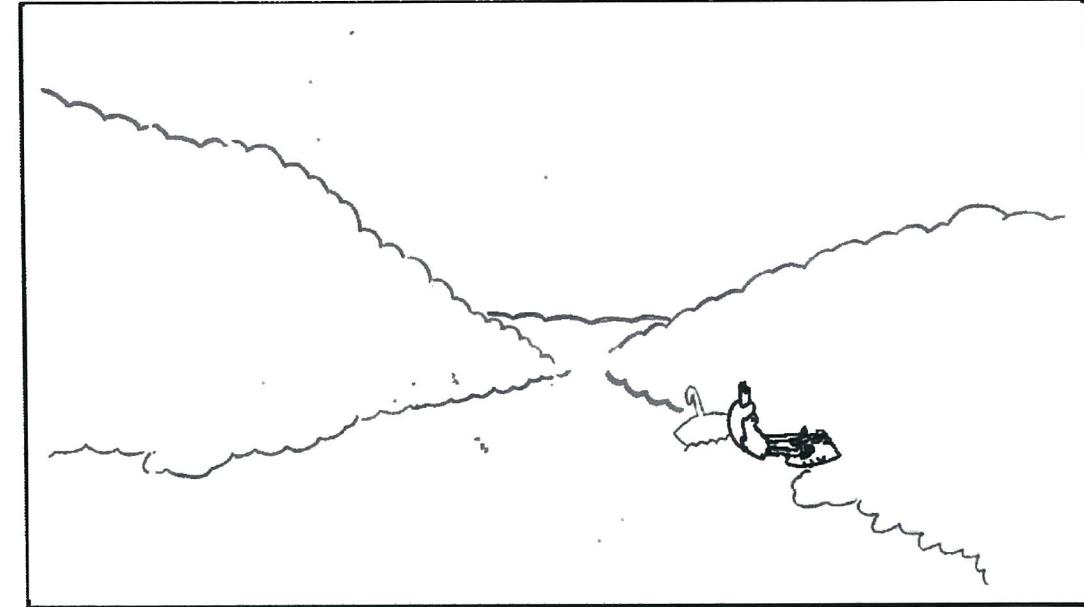
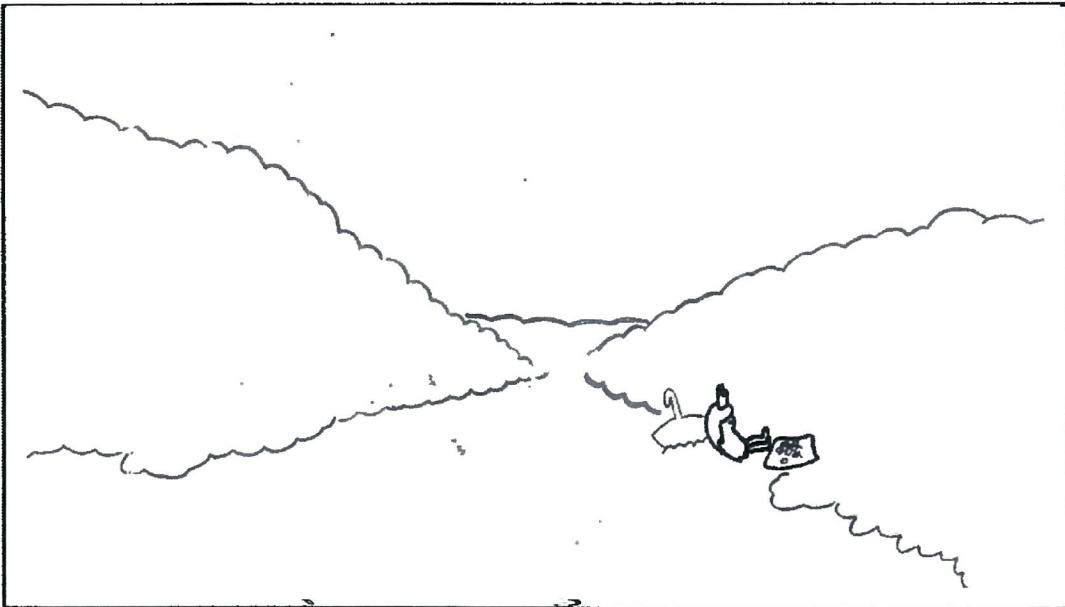
Bg.

day night

Sc. 68 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

KICKS SOME TRASH ON TOP OF IT.

Timing:

Production:

EPISODE # 1042-247

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1042 247

1042247

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# ADVENTURE TIME

Sc. 68 cont Pnl. D

Bg.



day night

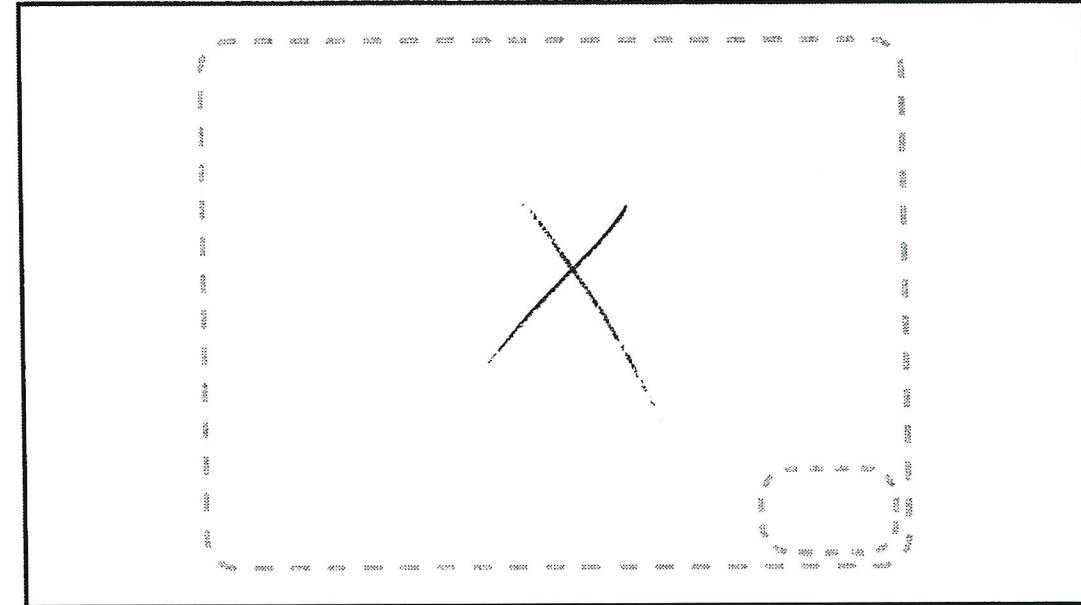
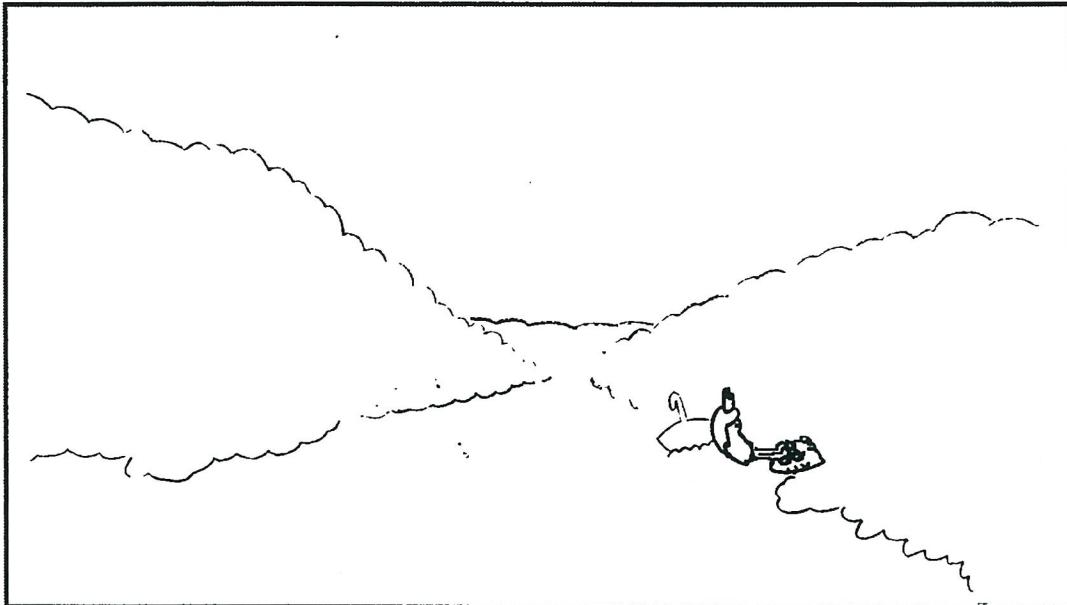
Sc.

Pnl.

Bg.

Page 115

day night



Dialog:

Action:

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 116

Sc. 69

Pnl. A

Bg.

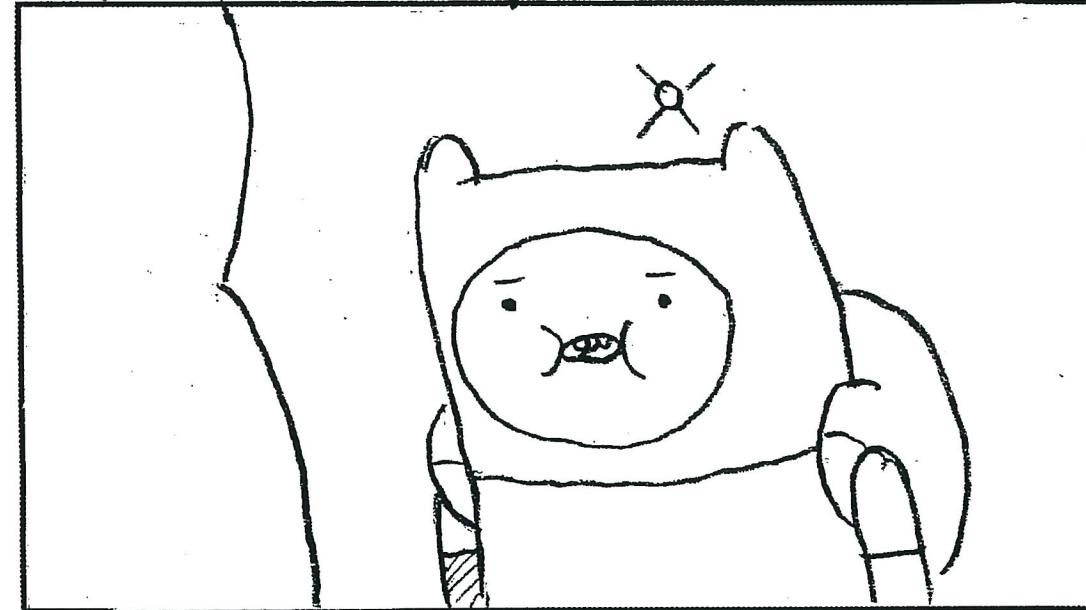
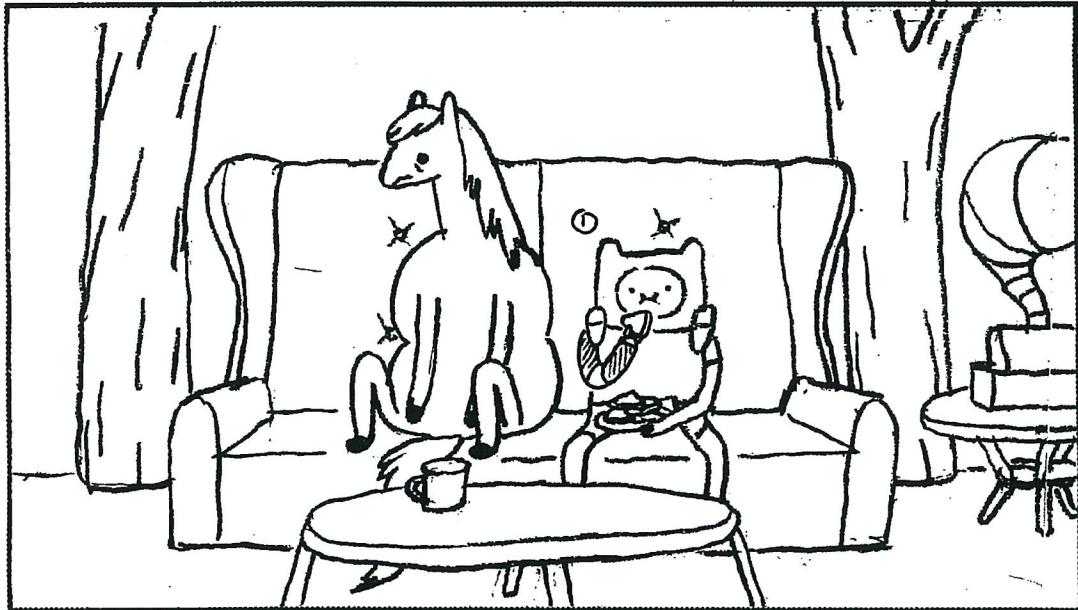
day night

Sc. 70

Pnl. A

Bg.

day night



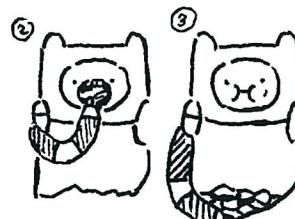
Dialog:

(F) : MMF, SANDWICH GOOD  
 (3) (MOUTH FULL)

(F) : ALMOST AS GOOD AS JAMES BAXTER.

Action:

- F PUTS SANDWICH IN HIS MOUTH



MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME



Page 117

Sc. 70 cont Pnl. B

Bg.

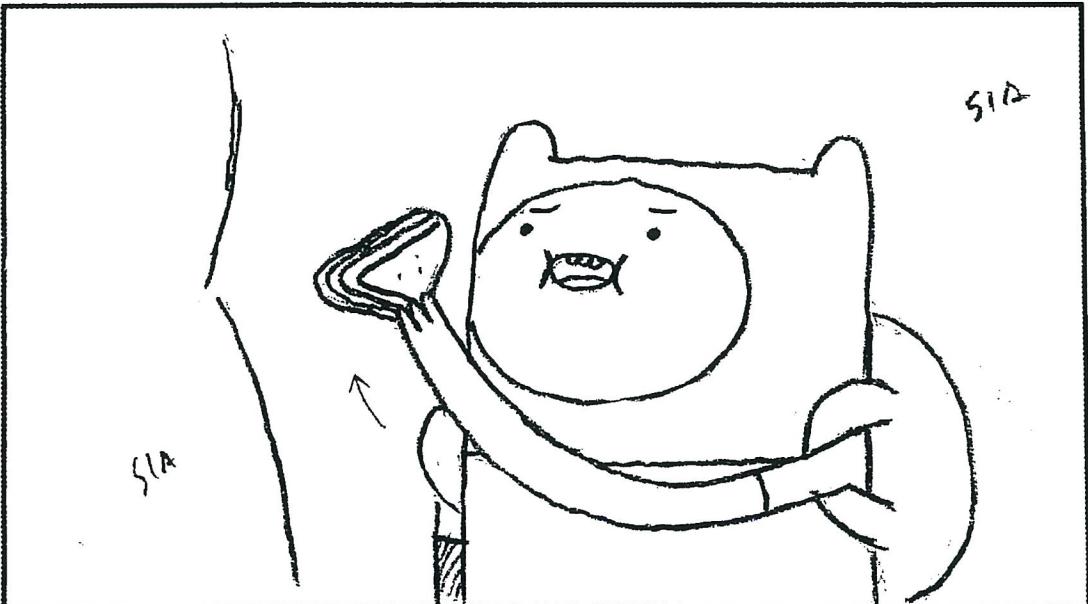
day night

Sc. 71

Pnl. A

Bg.

day night



Dialog: F: WOULD YOU LIKE ANOTHER ONE, SIR?

F: UMMN?  
(SIS)

Action:

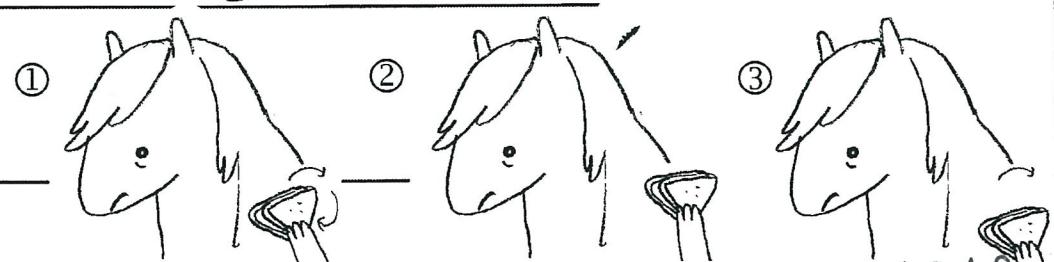
- F. OFFERS UP SANDWICH.

- F. LIFTS SANDWICH ON/S.

- F. MOVES SANDWICH IN  
SMALL CIRCLE

MAR 03 2016

Timing:



# ADVENTURE TIME



Page 118

Sc. 71 cont Pnl. B

Bg.

day night

Sc. 71 cont Pnl. C

Bg.

day night



Dialog:

Action:

- F. TOUCHES JB'S NOSE WITH ONE FINGER.

- F. LIFTS OPEN JB'S MOUTH.

MAR 03 2016

Timing:



Production:

EPISODE # LU42-C41

1042 247

1042 247

1042 247

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# ADVENTURE TIME

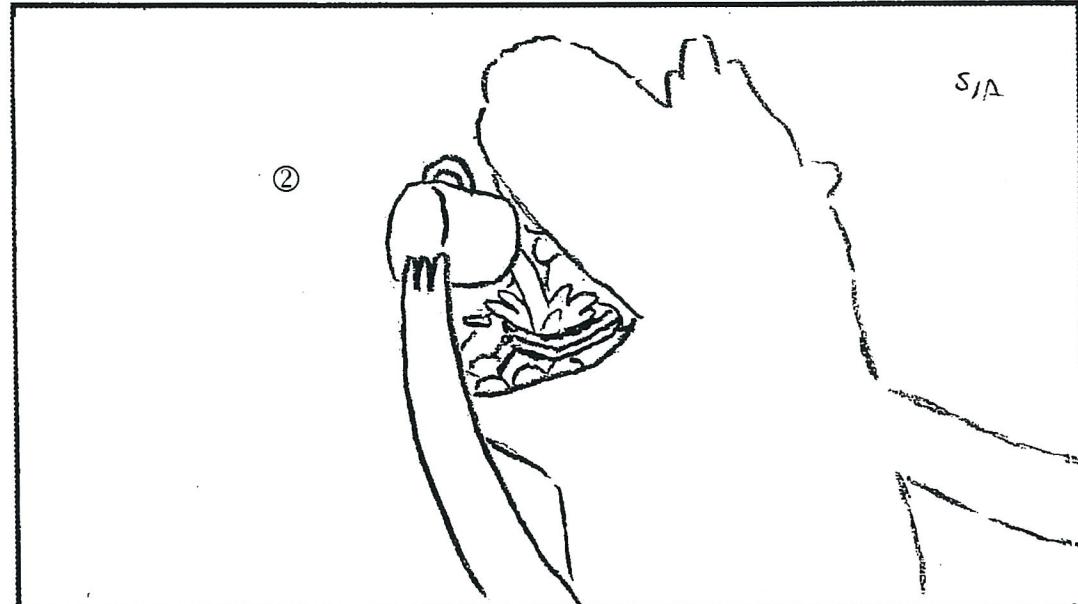


Page 119

Sc. 71 cont Pnl. D

day night Sc. 71 cont Pnl. E

day night



Dialog:



Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 120

Sc. 71 cont Pnl. F

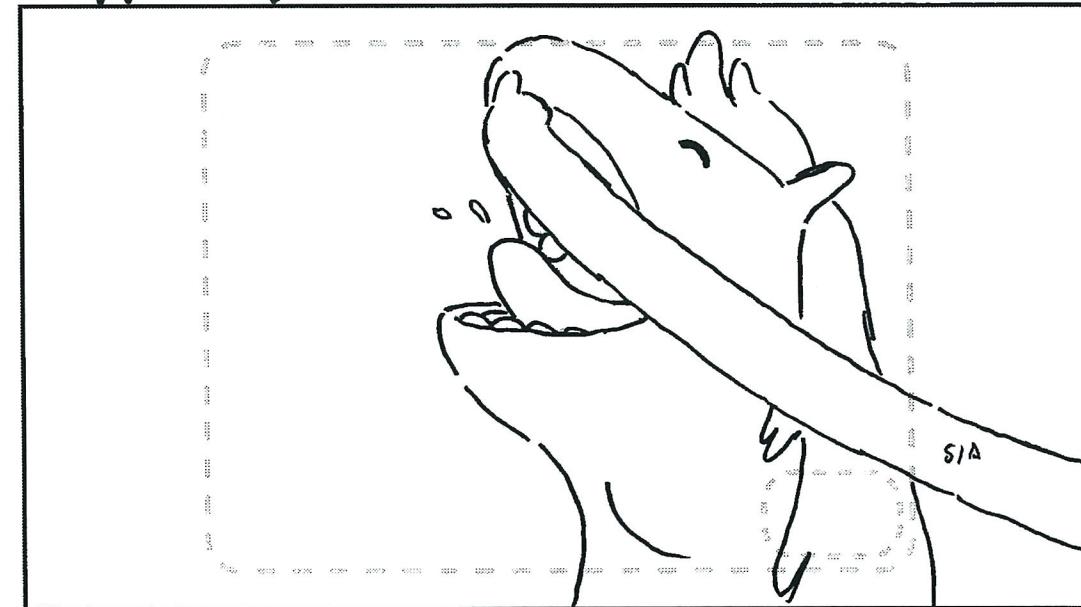
Bg.

day night

Sc. 71 cont Pnl. G

Bg.

day night



Dialog:

JB: \*GLUCK\*

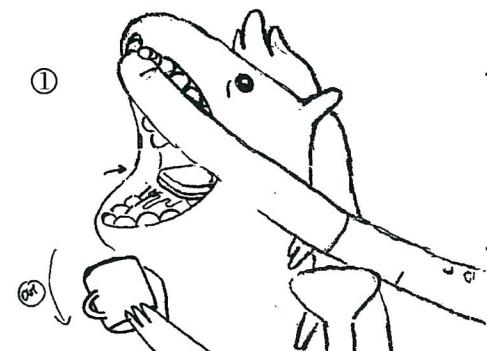
Action:

- SANDWICH SLIDES OUT OF VIEW.

- JB SWALLOWS

MAR 03 2016

Timing:



EPISODE # 1042-247

Production:

1042 247

1042 247

# ADVENTURE TIME



Page 121

1042 247

Sc. 71 cont Pnl. H

Bg.

day night

Sc. 71 cont Pnl. I

Bg.

day night



• ADJ. DOWN TO JB'S THROAT.

Timing:

MAR 03 2016



1042 247

EPISODE # 1042-241

1042 247

# ADVENTURE TIME



Page 122

Sc. 71 cont Pnl. J

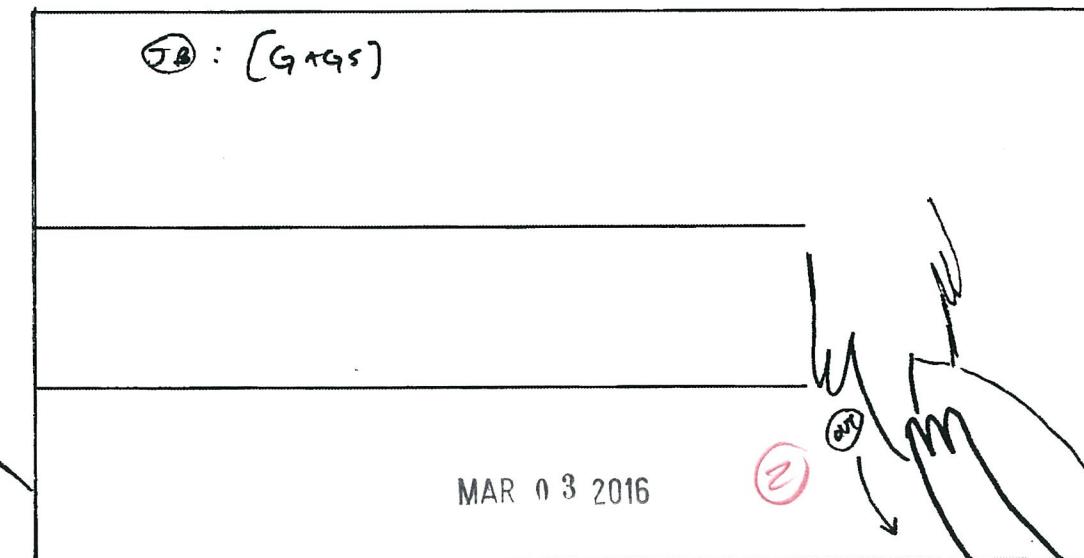
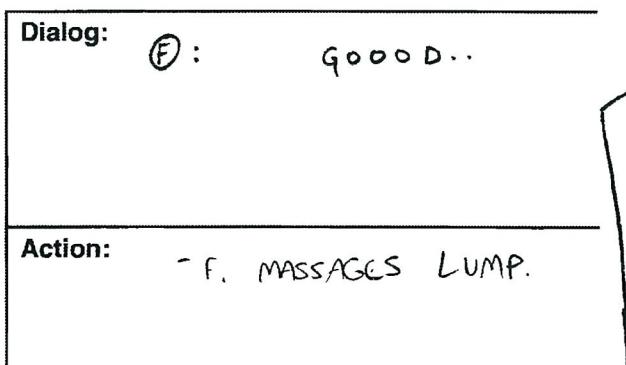
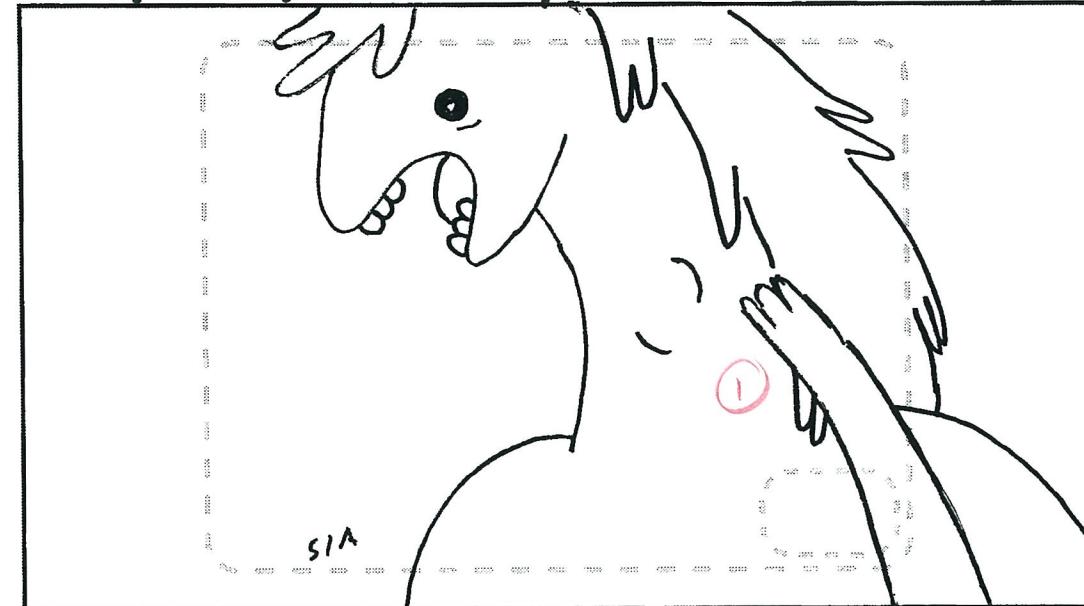
Bg.

day night

Sc. 71 cont Pnl. K

Bg.

day night



EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

# ADVENTURE TIME



Page 123

Sc. 72

Pnl. A

Bg.

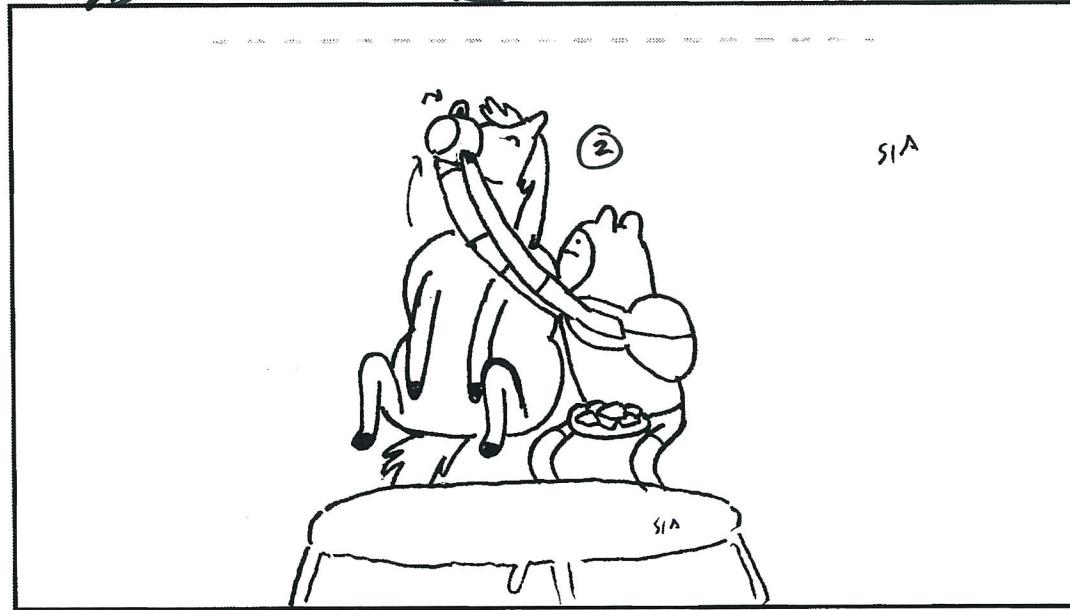
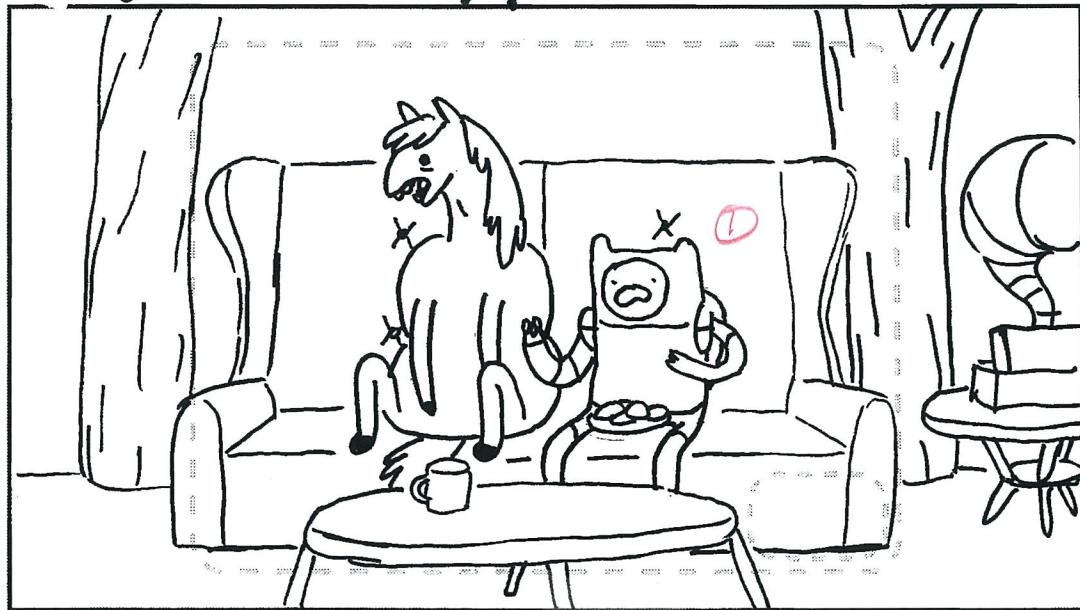
day night

Sc. 72 cont

Pnl. B

Bg.

day night



Dialog:

(F) OH MY GLOB  
I'M SORRY.

Action:

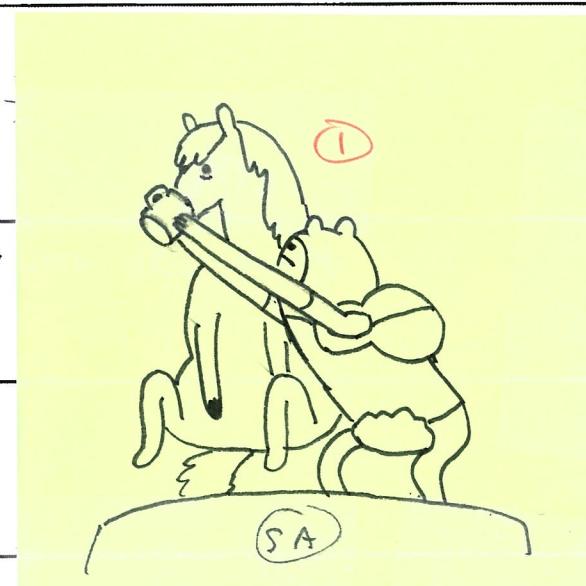
- F. GRABS CUP.

Timing:



- F. POURS CUP  
into JF's mouth

MAR 03 2016



Production:

EPISODE # LU42-241

1042 247

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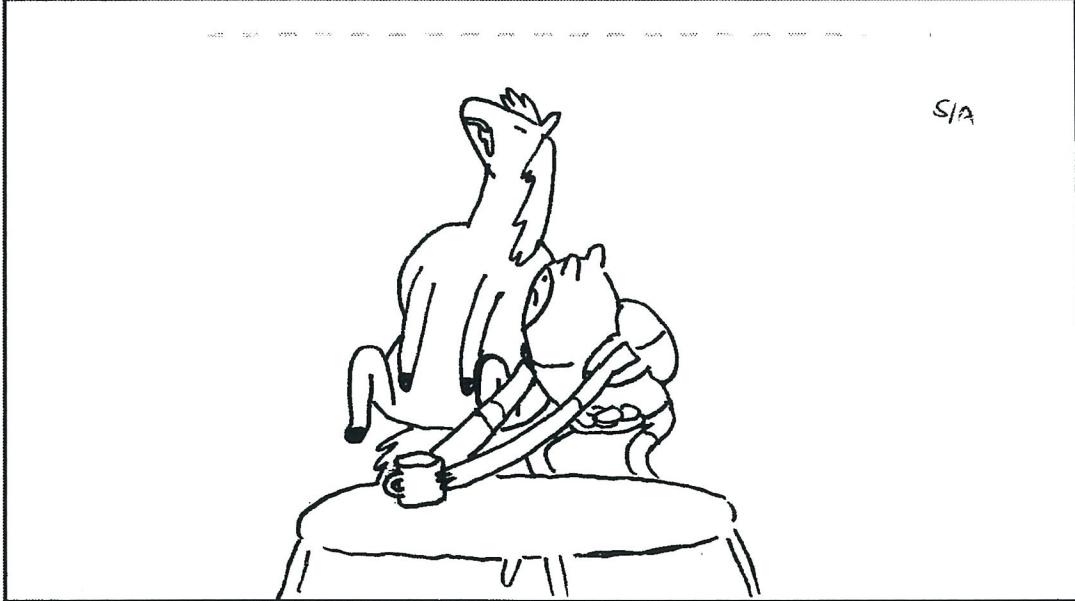
# ADVENTURE TIME



Sc. 72 cont Pnl. C

Bg.

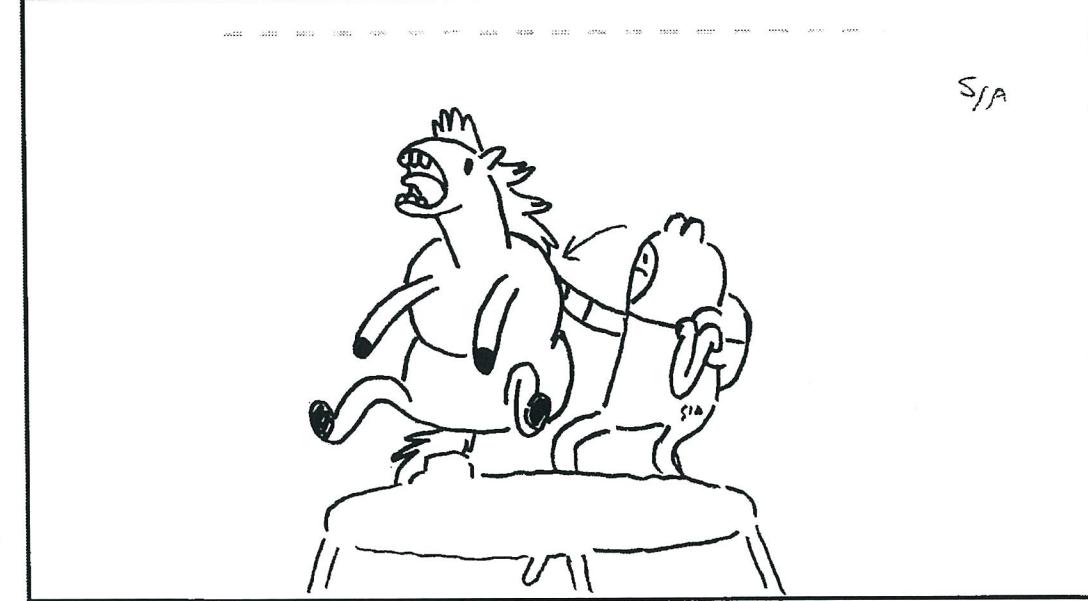
day night



Sc. 72 cont Pnl. D

Bg.

day night



Page 124

EPISODE # 1042-247

1042 247

1042 247

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Dialog:

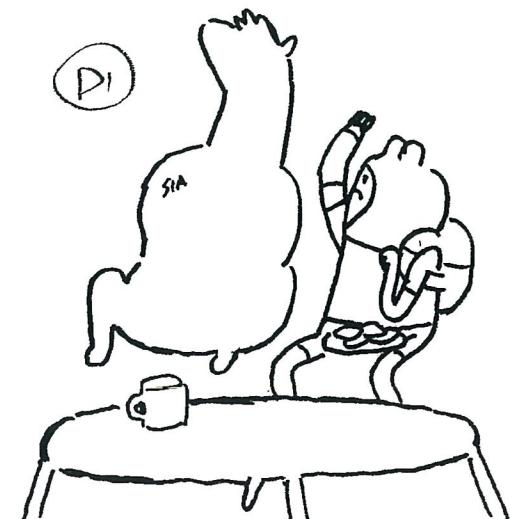
SFX: \* WHAP \*

Action:

- F. PATS JB ON THE BACK.

Timing:

MAR 03 2016



1042 247

# ADVENTURE TIME

Sc. 72 cont Pnl. E

Bg.



day night

Sc.

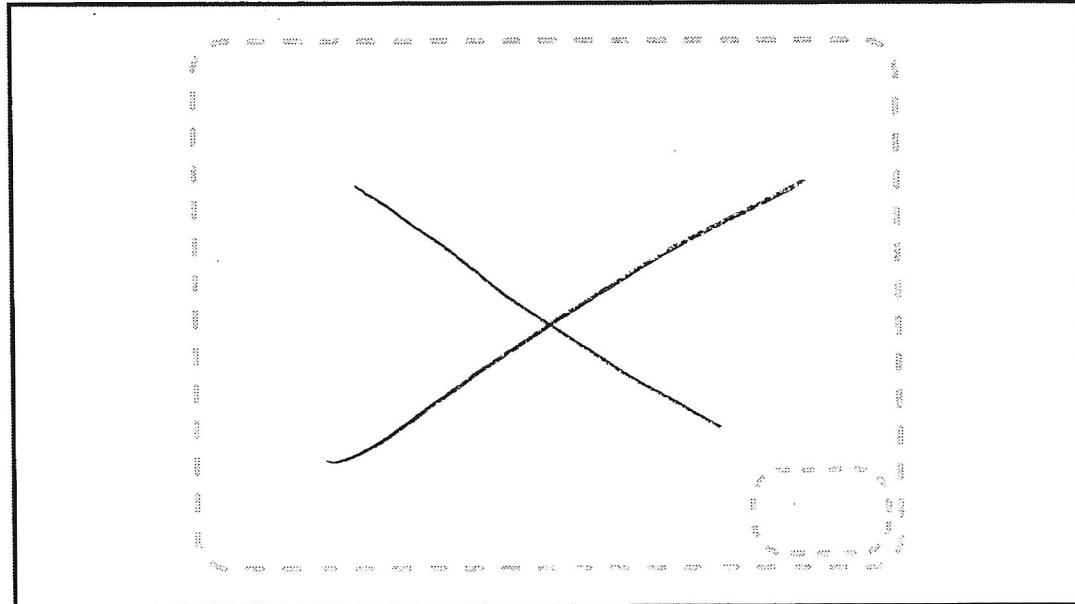
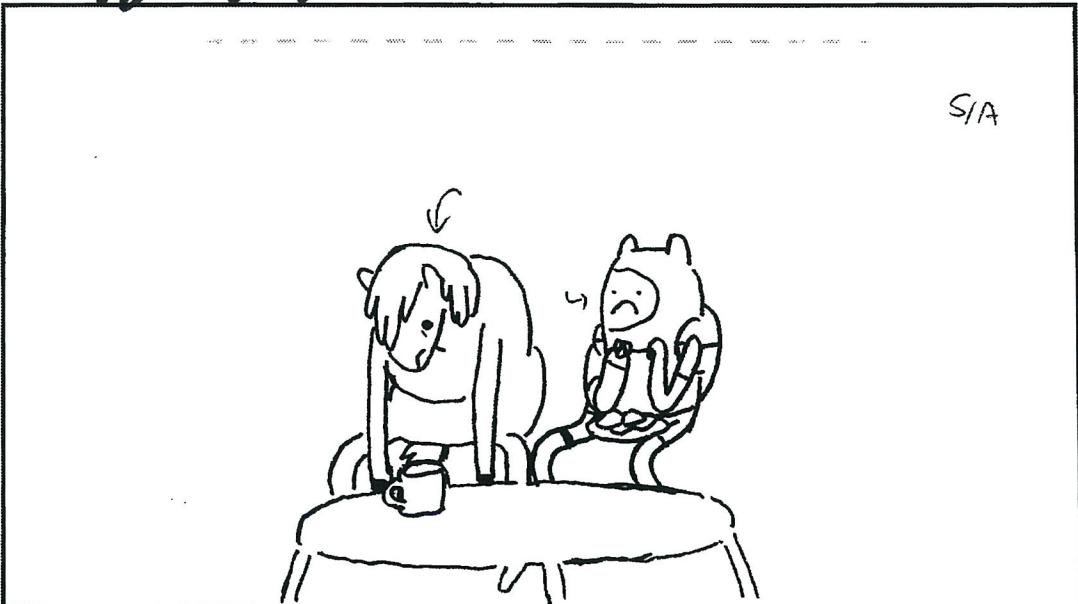
Pnl.

Bg.

Page

125

day night



1042247

Dialog:

Action:

-JB SLUMPS FORWARD.

Timing:

MAR 03 2016

Production:

1042247

EPISODE #

1042247

# ADVENTURE TIME



Page 126

Sc. 73

Pnl. A

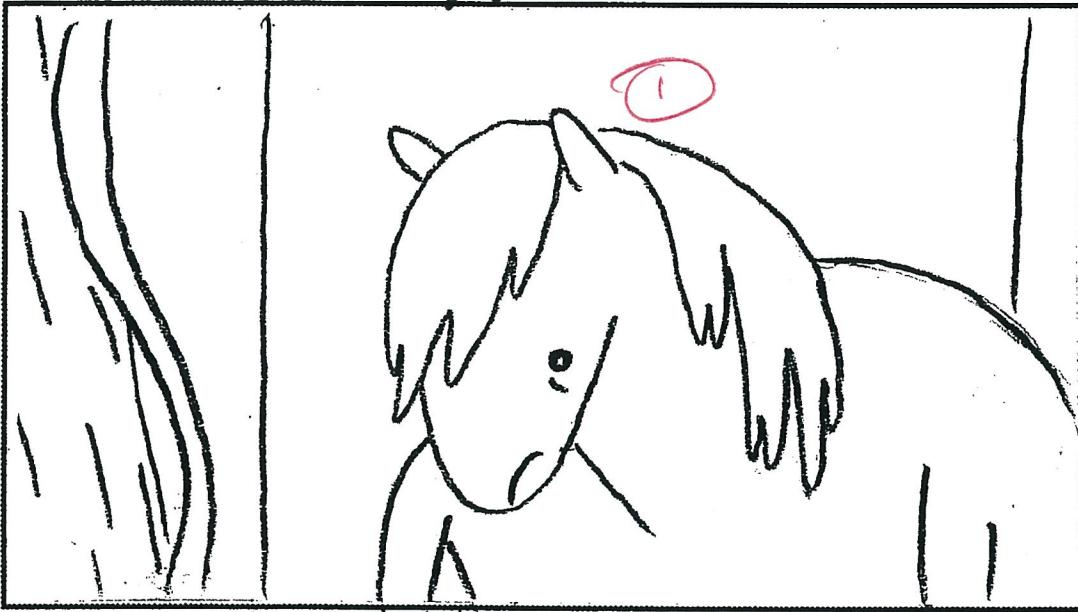
Bg.

day night

Sc. 73 cont Pnl. B

Bg.

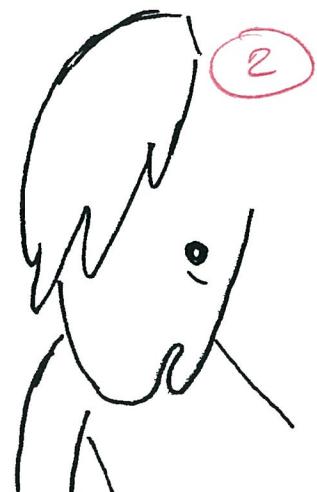
day night



Dialog:

JB: [SIGH]

Action:



Timing:

MAR 03 2016

Production:

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# ADVENTURE TIME



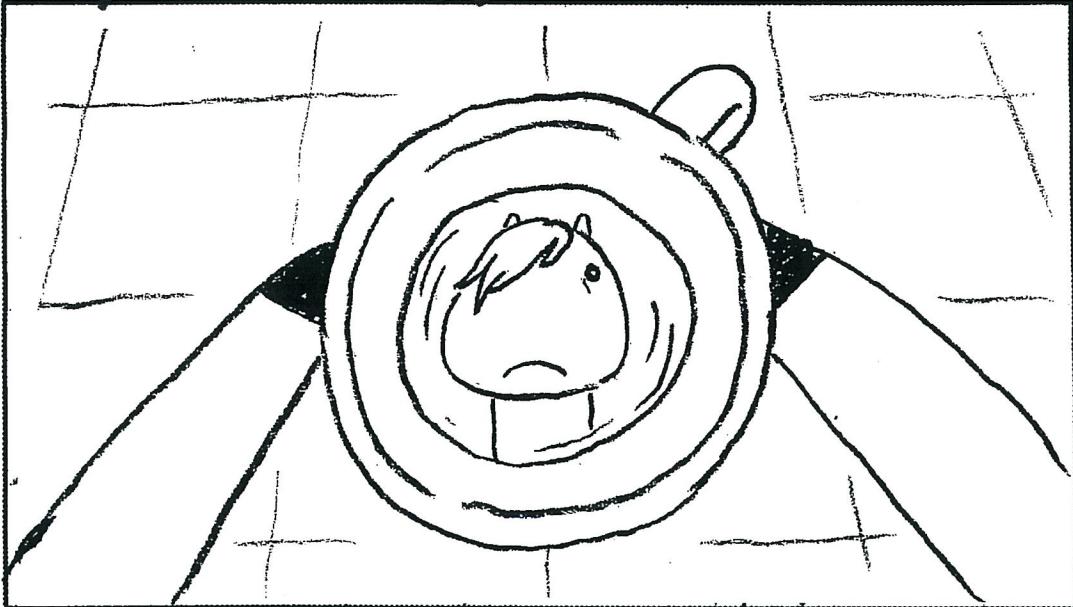
Page 127

Sc. 74

Pnl. A

Bg.

day night

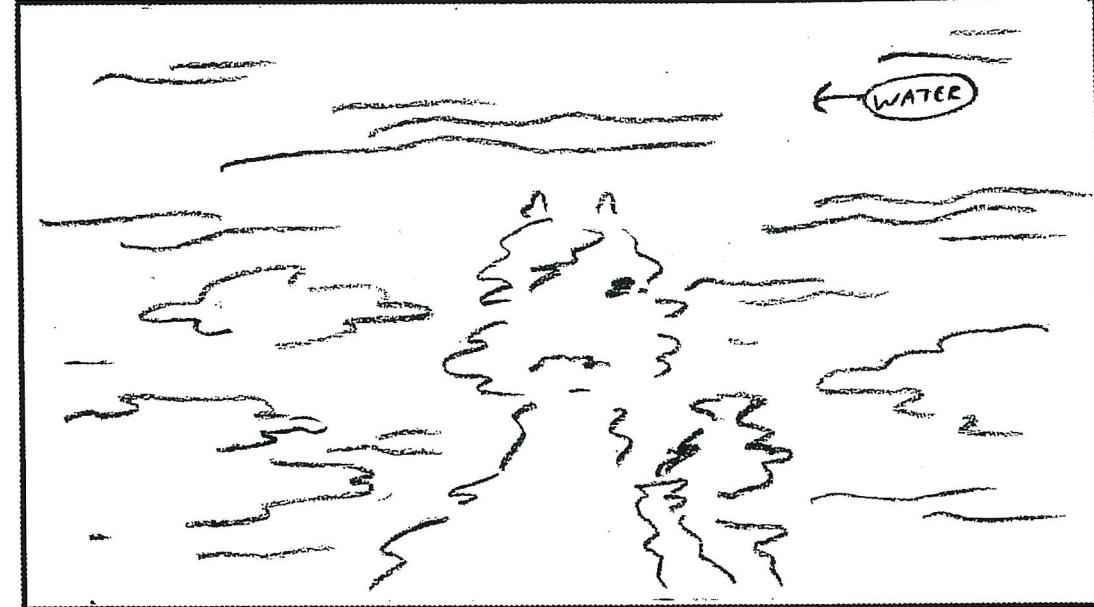


Sc. 74 cont

Pnl. B

Bg.

day night



Dialog:

Action: - JB P.O.V. STARING into CUP.

DISSOLVE.

MAR 03 2016

Timing:

Production:

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1042 247

1042 247

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# ADVENTURE TIME



Sc. 75

Pnl. A

Bg.

day night



Sc. 76

Pnl. A

Bg.

Page

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day night



Dialog:

Action:

-JB STARES DOWN AT RIVER.

MAR 03 2016

Timing:



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1042 247

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# ADVENTURE TIME



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Sc. 76 cont Pnl. B

Bg.

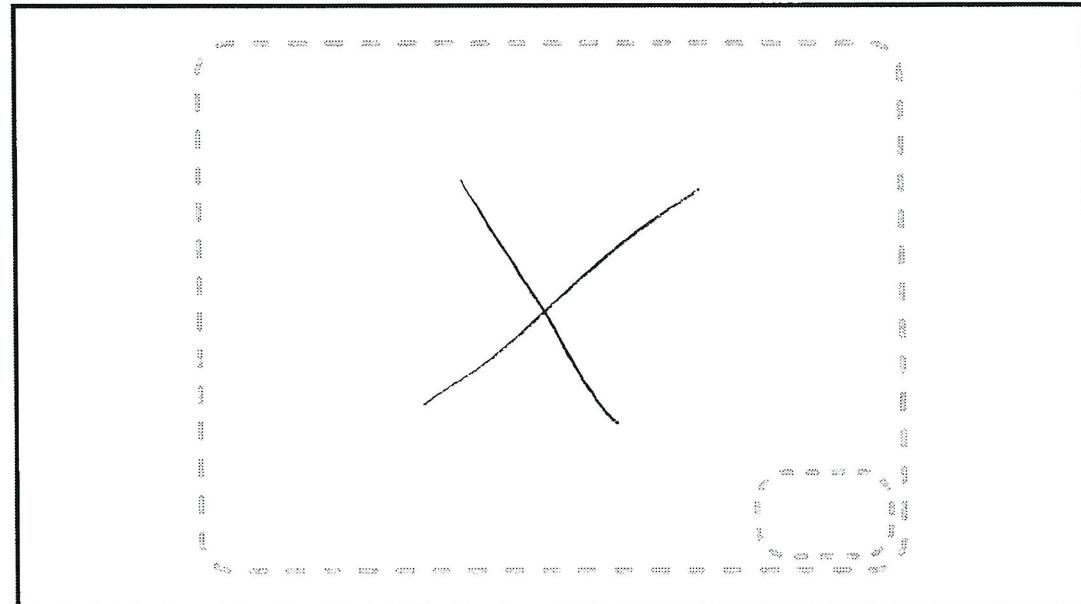
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- JB Looks BACK.

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Sc. 76A

Pnl. A

Bg.

day night

Sc.



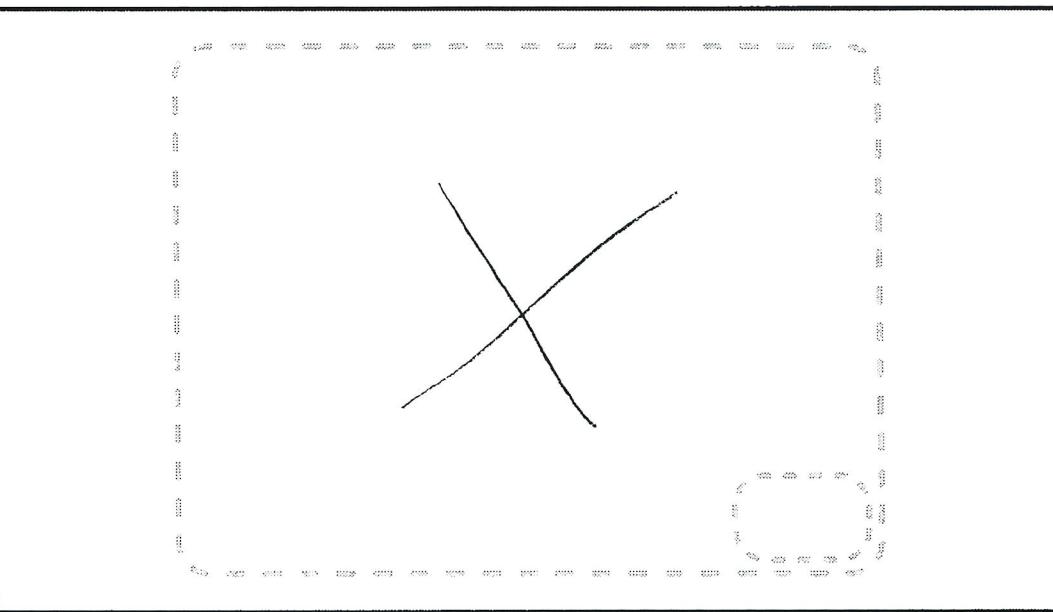
Pnl.

Bg.

day night

Page

130



Dialog:

THIS CAR  
MOVES  
SLIGHTLY

Action:

- JB LOOKS BACK.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME

Sc.

Pnl.

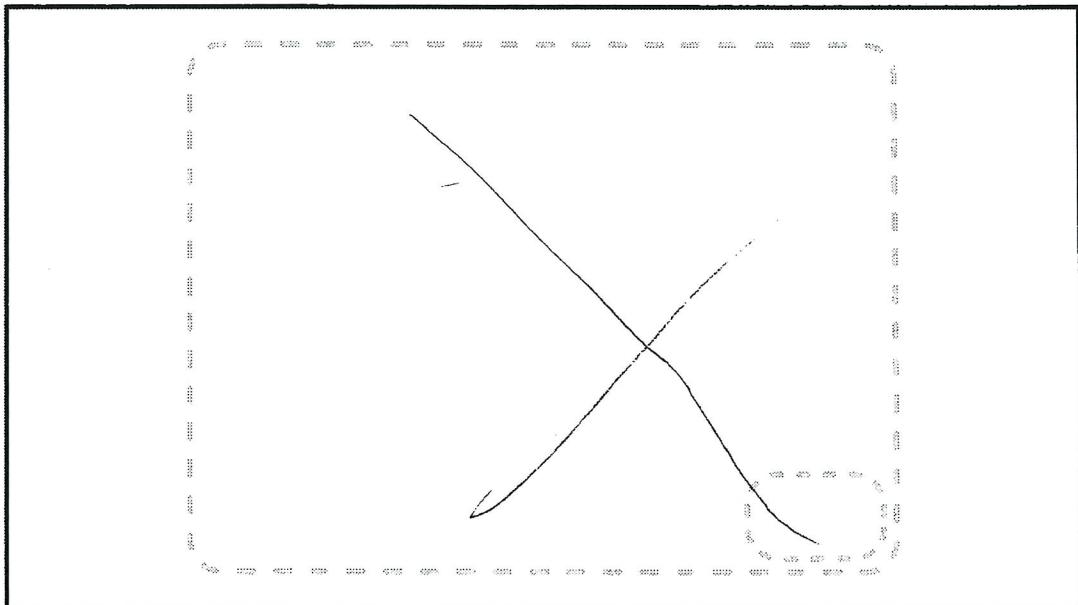
Bg.

day night



Page

131



Sc.

77

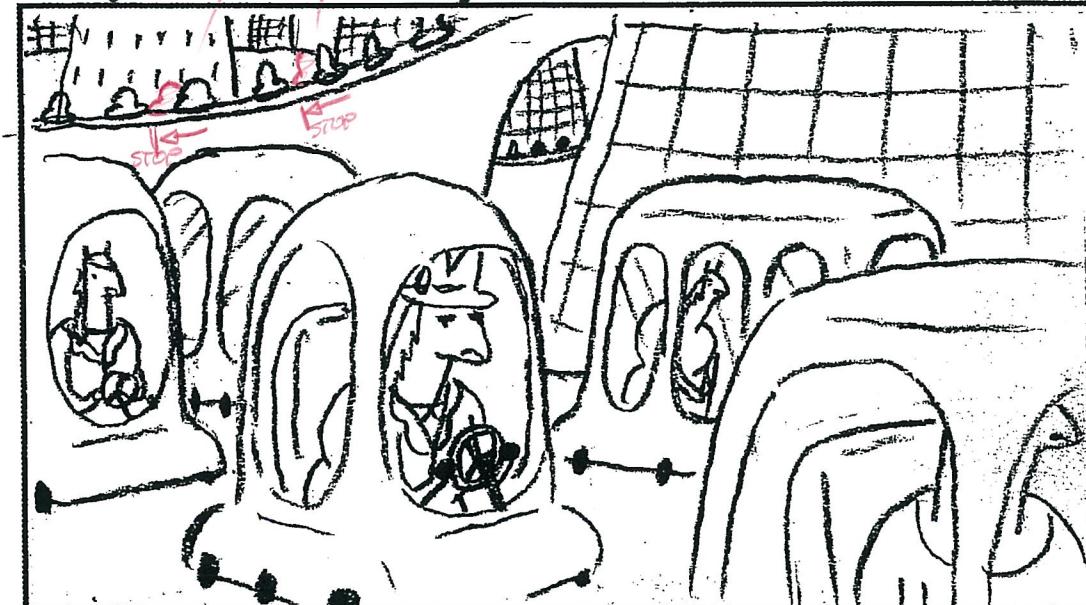
#1 #2

Pnl.

A

Bg.

day night



Dialog:

CAR HORSE : (ANGRY)  
NEIGH NEIGH NEIGH!  
(WHAT'S THE HOLD UP?)

MAR 03 2016

Action:



Timing:

1042 241

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

Sc. 78

Pnl. A

Bg.



day night

Sc. 78 A

Pnl.

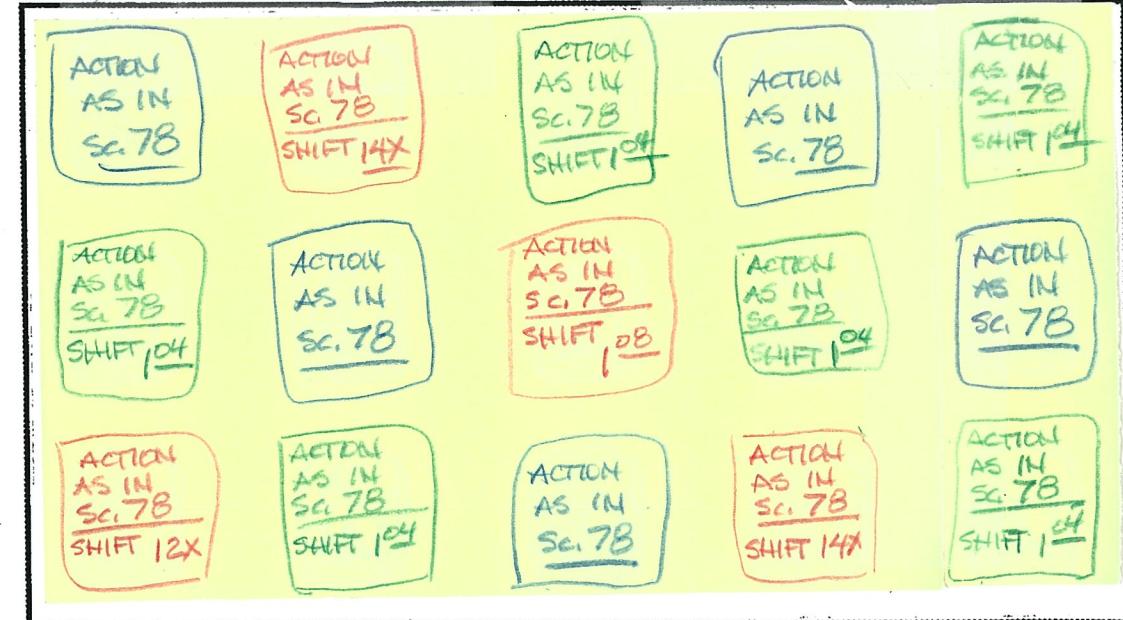
A

Bg.

Page

132

day night



Dialog:

LADY HORSE: NEIGH NEIGH  
NEIGH - NEIGH  
NEIGH NEIGH

MANY HORSES: NEIGH NEIGH  
NEIGH - NEIGH  
NEIGH NEIGH NEIGH  
- NEIGH NEIGH

Action:

- LADY HORSE HITS KEYBOARD w/ HOOVES.

MAR 03 2016

Timing:

# ADVENTURE TIME



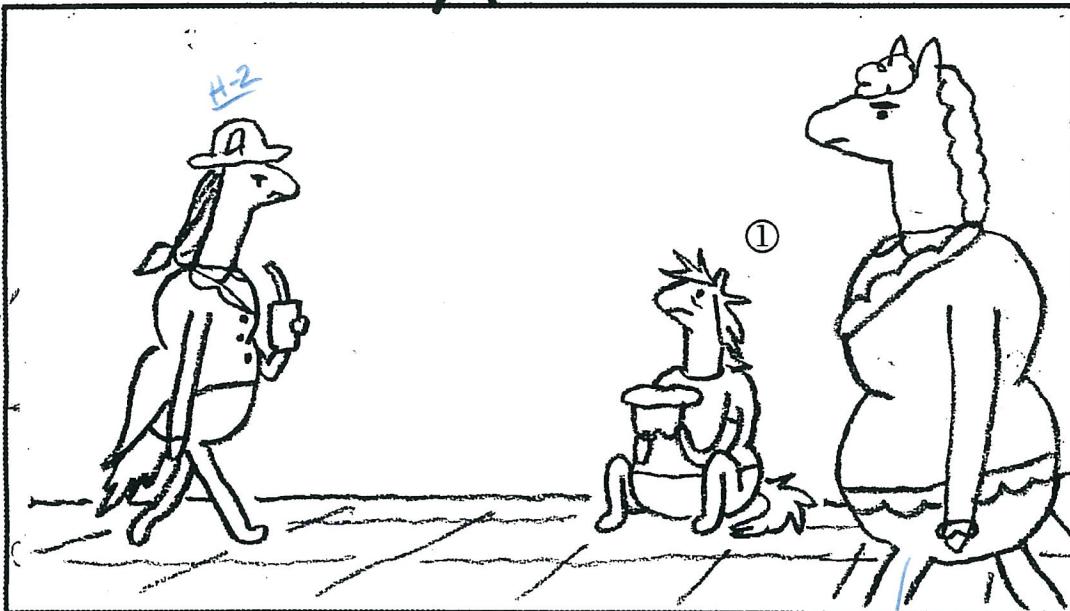
Page 133

Sc. 79

Pnl. A

Bg.

day night



Sc. 79 cont Pnl. B

Bg.

day night



1042 247

Dialog:

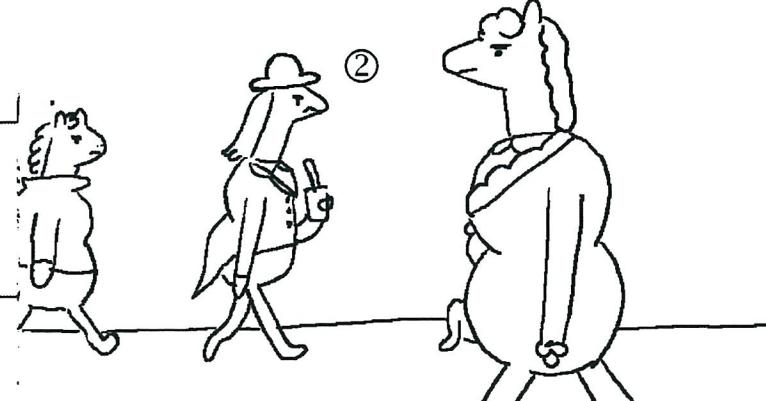
BUM voest: NEIGHTY?  
(WEAK VOICE) ("SPARE SOMB  
CHANGE?")

Action:

- CITY SIDEWALK

MAR 03 2016

Timing:



Production:

EPISODE # 1042 247

1042 247

1042 247

# ADVENTURE TIME



Sc. 79 cont Pnl. C

Bg.

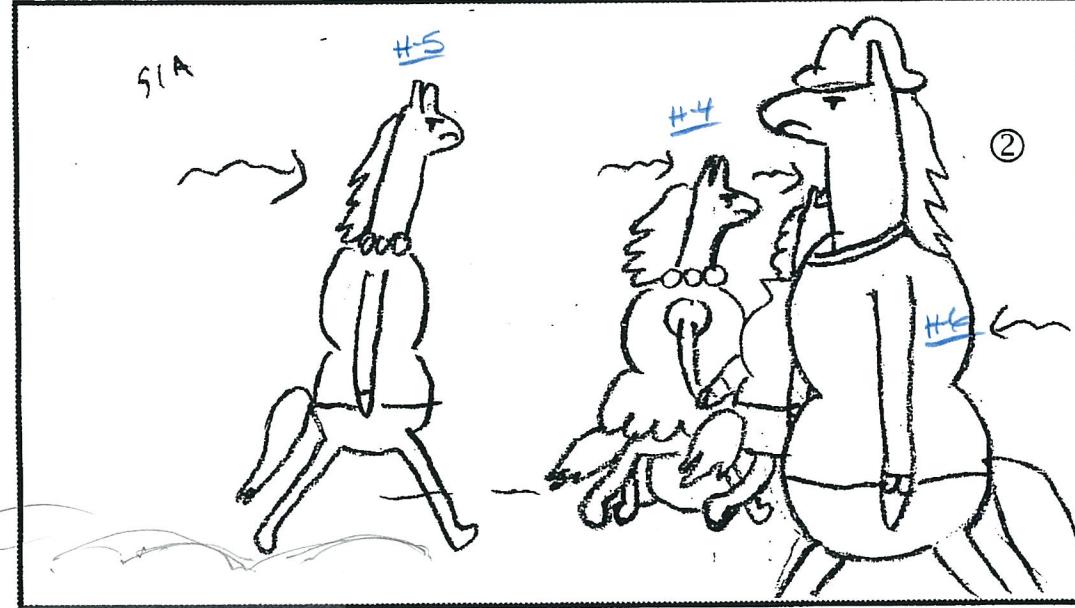
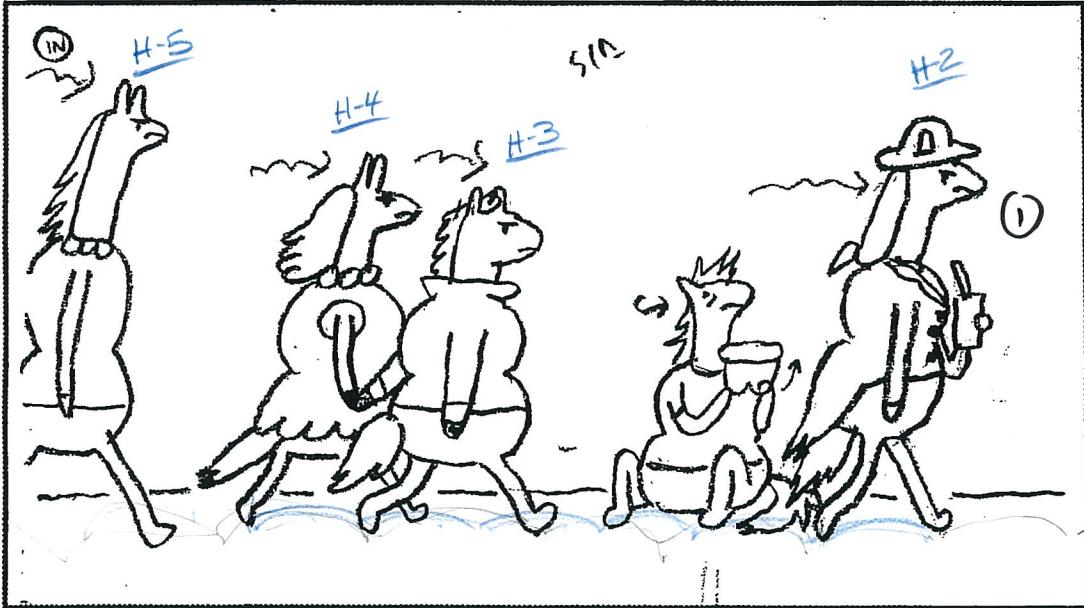
day night

Sc. 79 cont Pnl. D

Bg.

day night

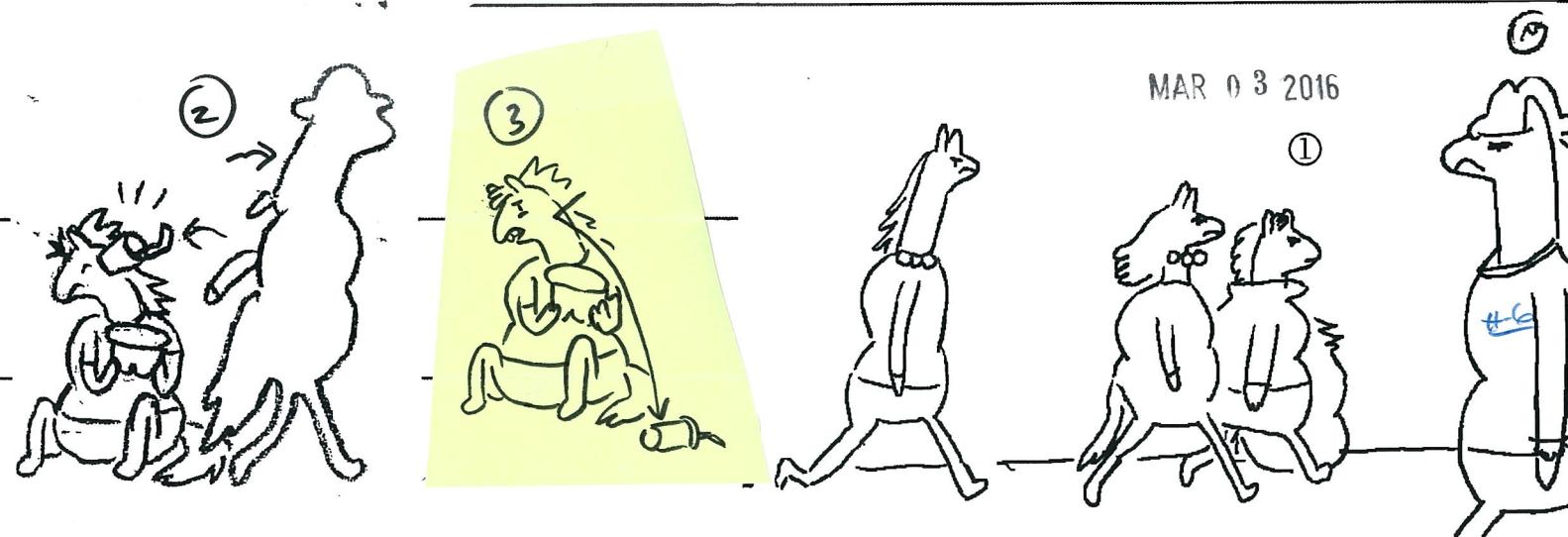
Page 134



Dialog:  
SEY: BONK

Action:  
. PEDESTRIAN HORSE  
TOSSES CUP AT  
OTHER HORSE

Timing:



Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Sc. 80

Pnl.

A

Bg.

day night



Sc. 80 cont Pnl. B

Bg.

day night



Dialog:

(JB) = (SIGH)

Action:

- JB LOOKS AT BINDLE.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

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# ADVENTURE TIME



Page 136

Sc. 81

Pnl.

A

Bg.

day night

Sc.

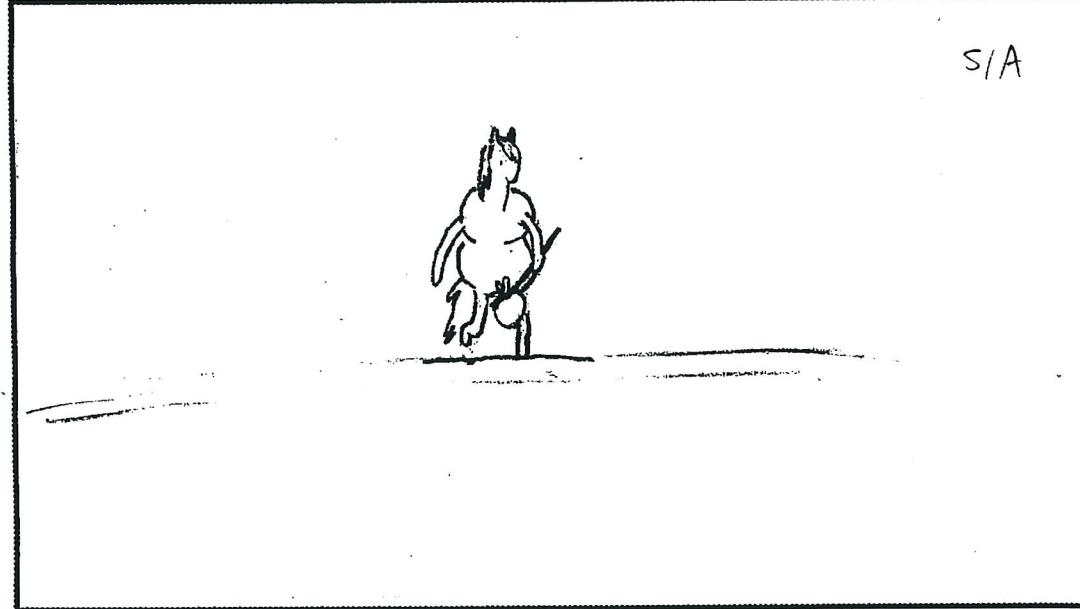
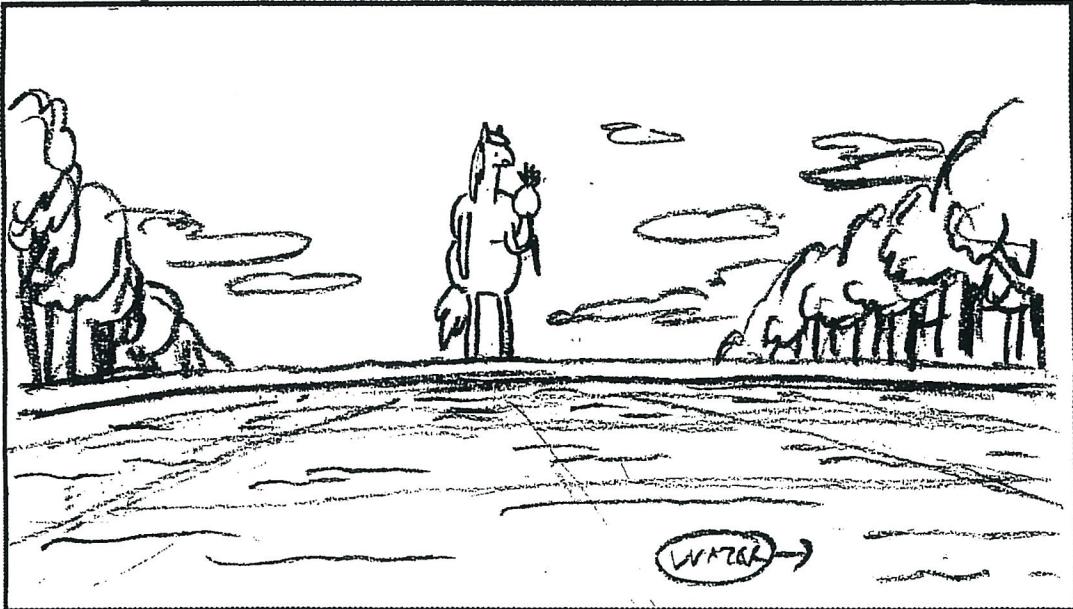
81 cont

Pnl.

B

Bg.

day night

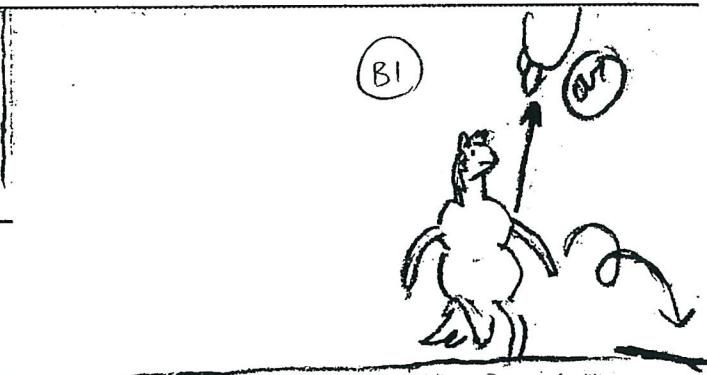


Dialog:

Action:

- JB KICKS  
BUNDLE OFF/S.

Timing:



Production:

EPISODE # 1042-247

1042 247

1042 247

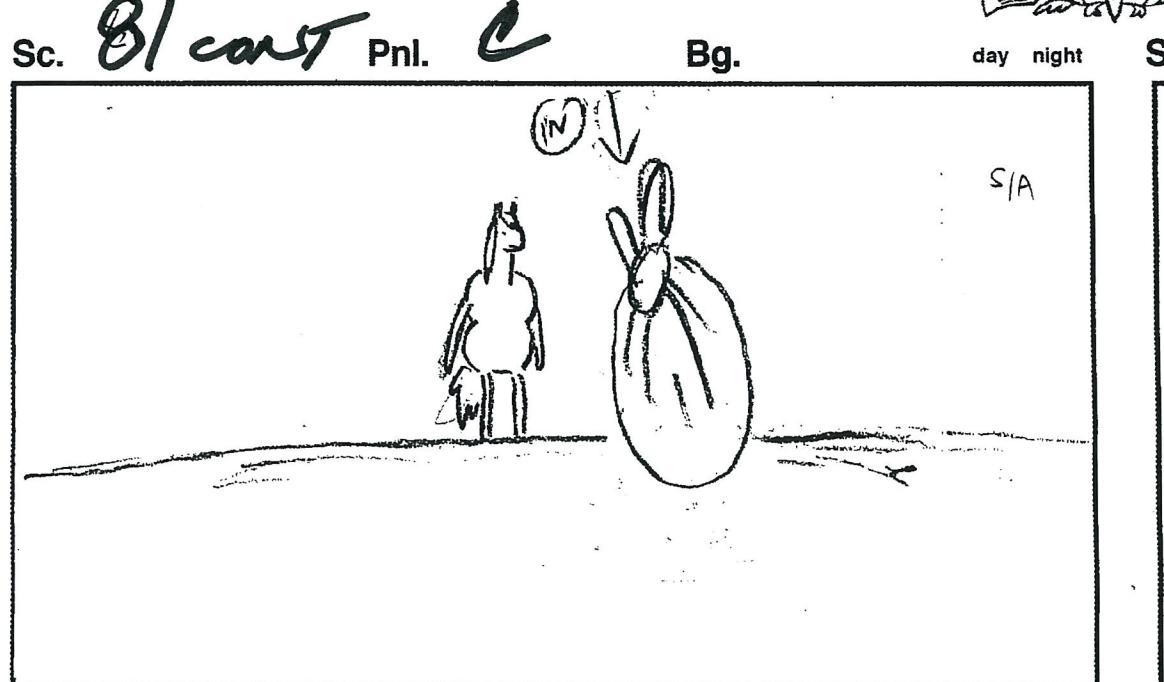
# ADVENTURE TIME

Sc. 81 cont Pnl. C

Bg.



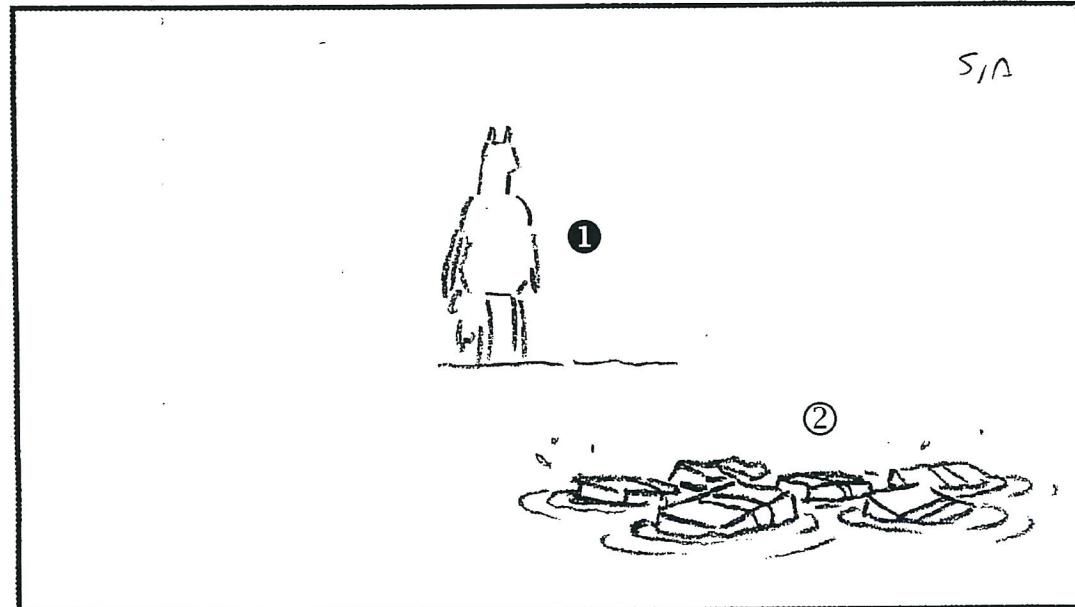
day night



Sc. 81 cont Pnl. D

Bg.

day night



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EPISODE # 1042-241

## Dialog:

SFX: \*SPSH\*



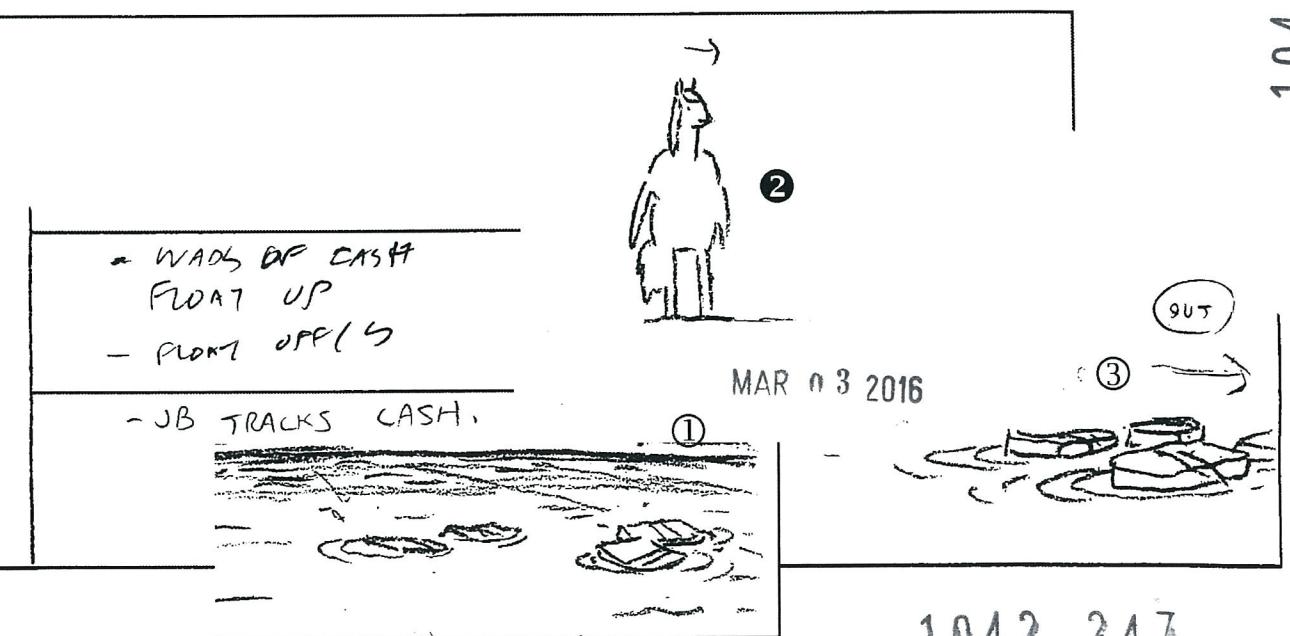
## Action:

- BINDLE FALLS  
ON/S IN FORE GROUND

## Timing:

- WAOS OF CASH  
FLOAT UP
- PLONK OFF/S

- JB TRACKS CASH.



MAR 03 2016

1042 247

1042 247

# ADVENTURE TIME



Page 138

Sc. 83

Pnl. A

Bg.

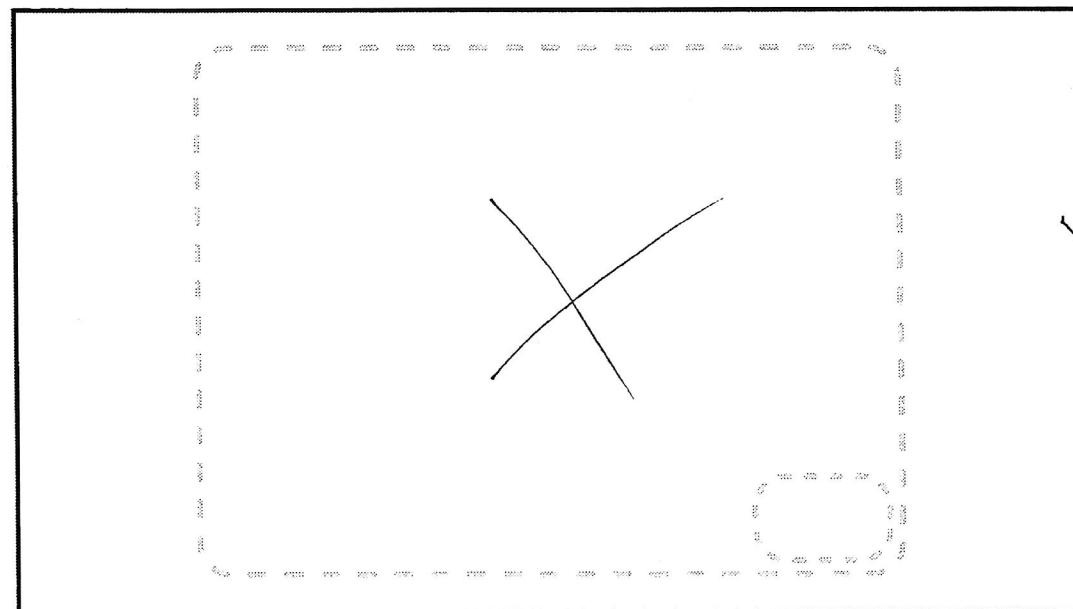
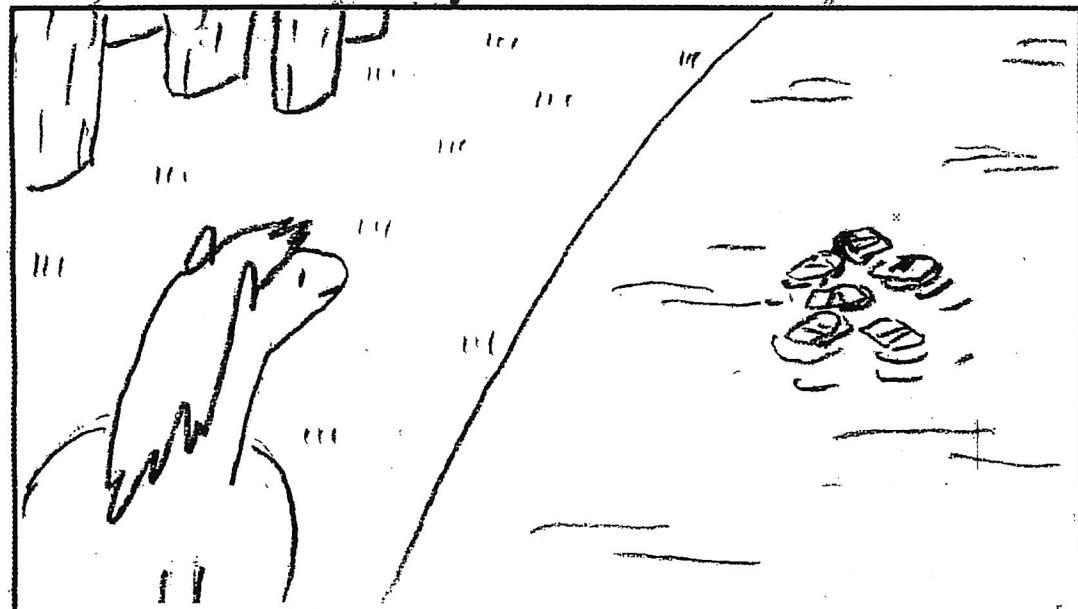
day night

Sc.

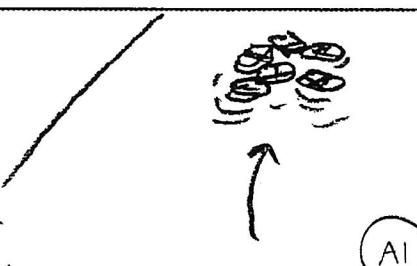
Pnl.

Bg.

day night



Dialog:



Action:

- CASH FLOATS FARTHER AWAY.

AI

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page

139

Sc.

Pnl.

Bg.

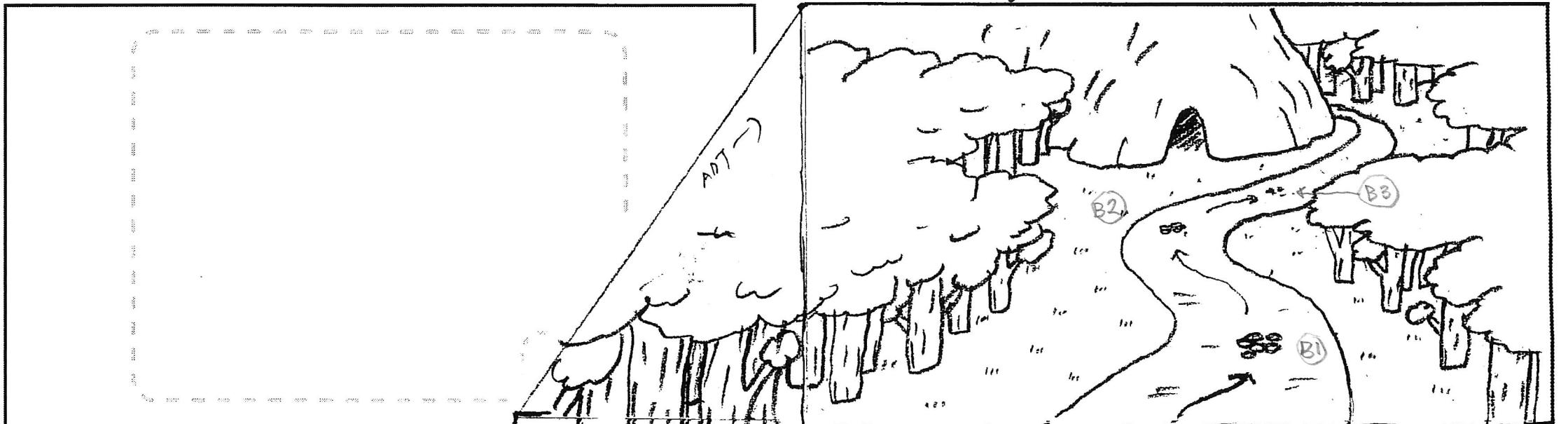
day night

Sc.

B2 cont Pnl. B

Bg.

day night



Dialog:

Action:  
- CASH FLOATS UPSTREAM TOWARD carb  
- ADJ w/ cash

Timing:

MAR 03 2016

EPISODE #

1042-247

1042 247

1042 247

n:

1042 247

# ADVENTURE TIME



Page

140

Sc. 83

Pnl.

A

Bg.

day night



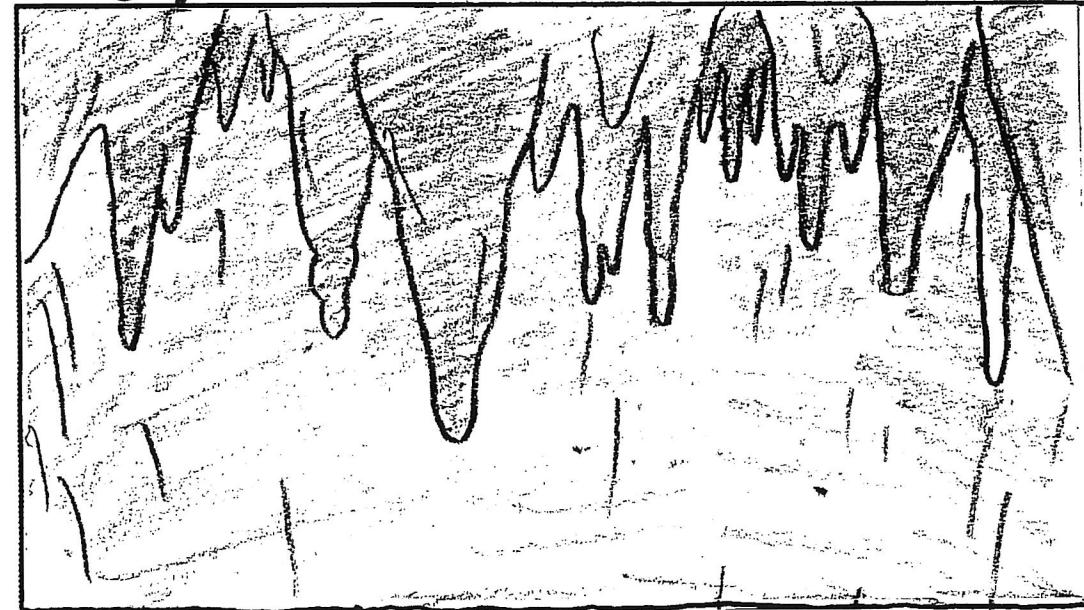
Sc. 84

Pnl.

A

Bg.

day night



Dialog:

Action:

-JB TILTS HEAD.

Timing:



S.P.

MAR 03 2016

Production:

1042 247

EPISODE # 1042-241

1042 247

# ADVENTURE TIME



Sc. 84 cont Pnl. B

Bg.

day night

Sc.

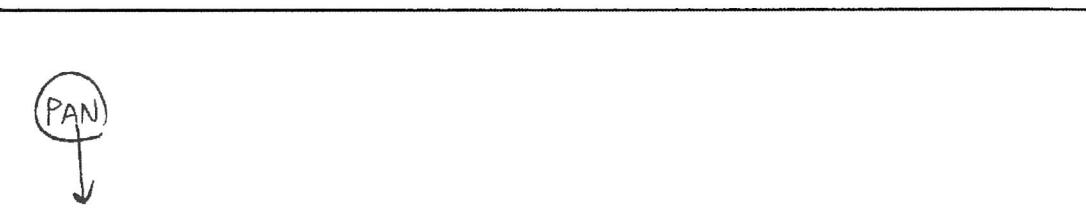
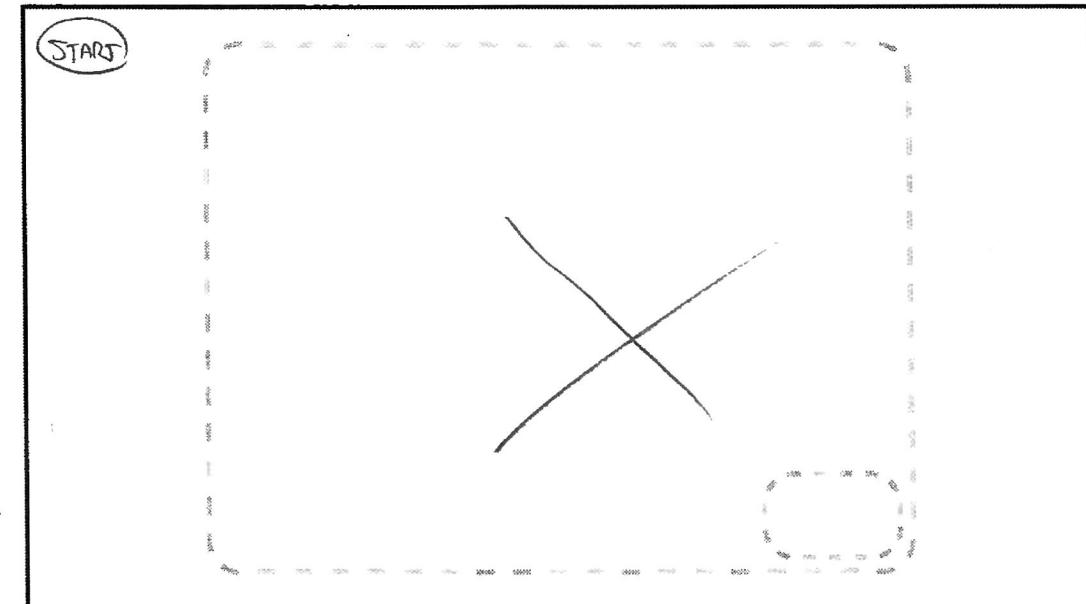
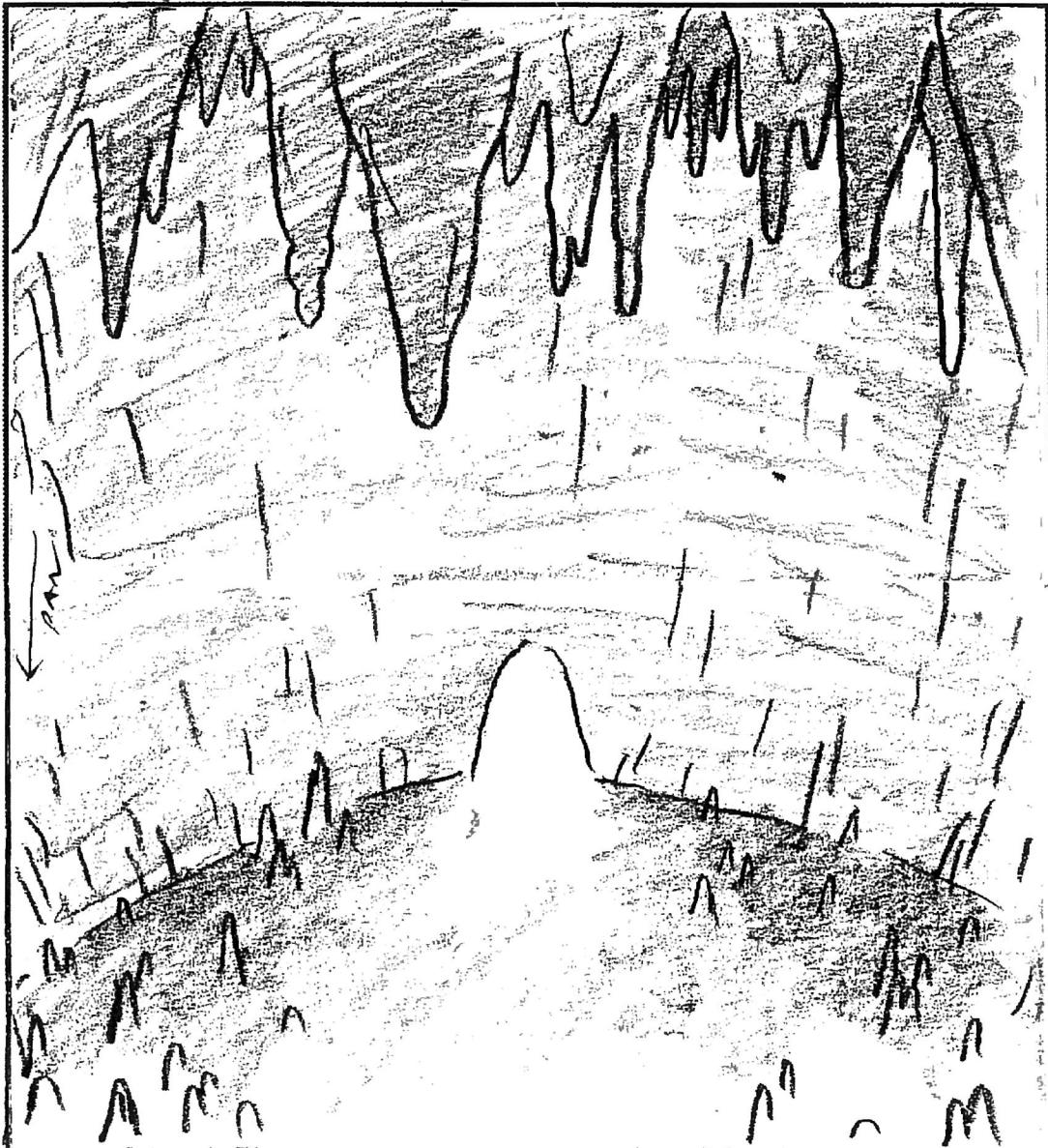
Pnl.

Bg.

Page

141

day night



- PAN DOWN FROM CAVE CEILING  
TO ENTRANCE.

MAR 03 2016

STOP

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page

142

Sc. 84 cont

Pnl.

Bg.

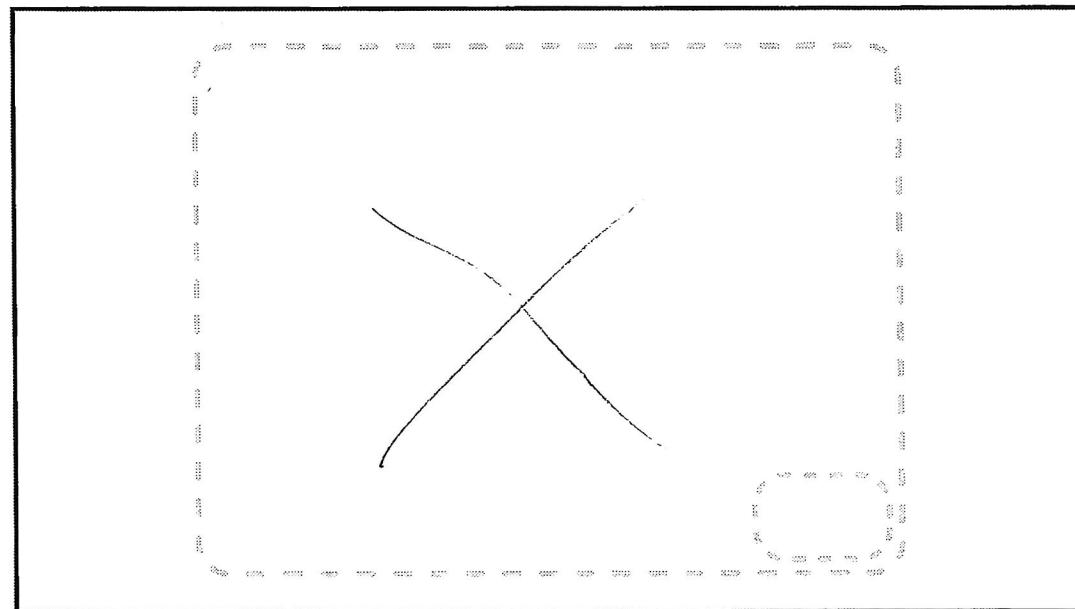
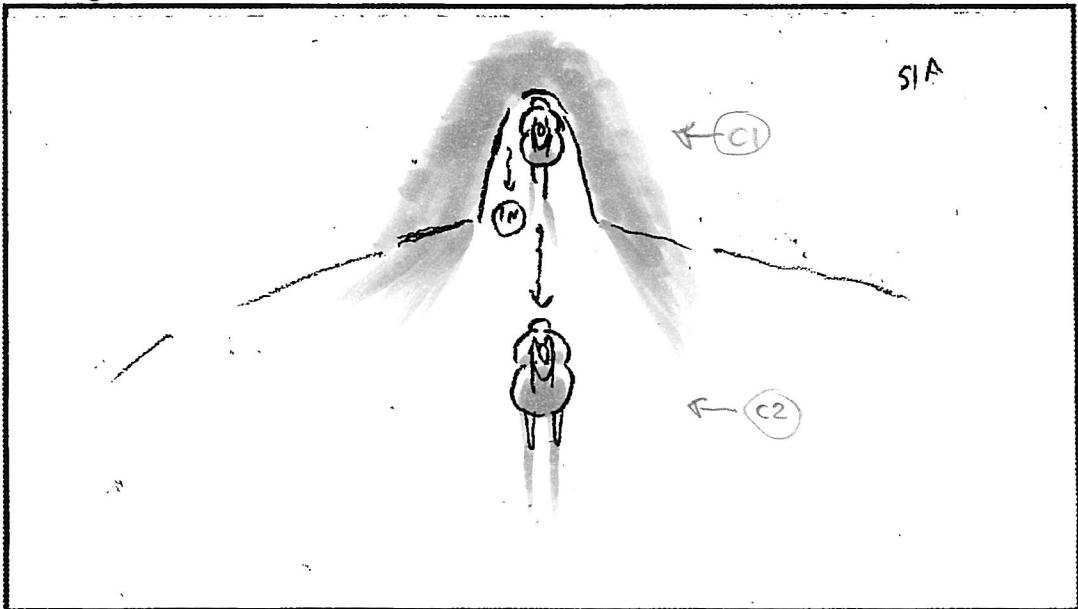
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— JB TROTS INTO CAVE.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

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1042 247

# ADVENTURE TIME

1042 247

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Sc.

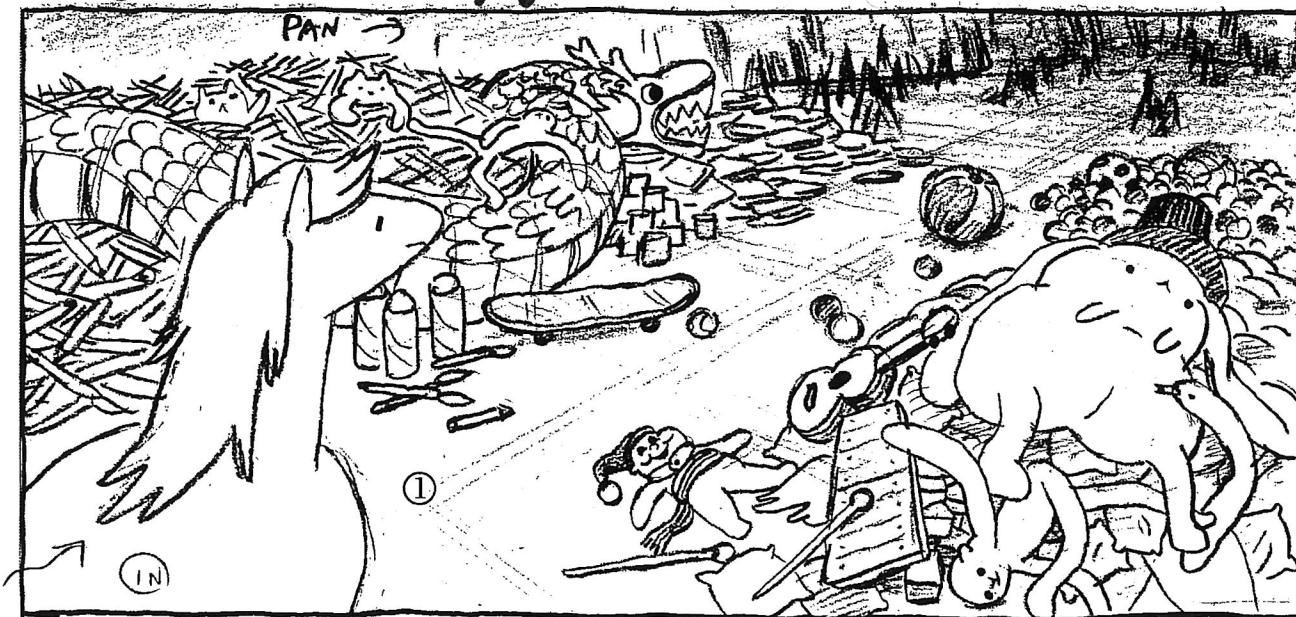
85

Pnl.

A

Bg.

day night



Page

143



Dialog:

START

PAN

STOP

- JB WALKS ON/S.

Action:

- PAN RIGHT

- PILES OF TOYS, COSTUMES, INSTRUMENTS, SPORTS EQUIPMENT.

MAR 03 2016

Timing:

1042-247

EPISODE #

Production:

4/12/2016

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# ADVENTURE TIME



Page 142

Sc. 86

Pnl. A

Bg.

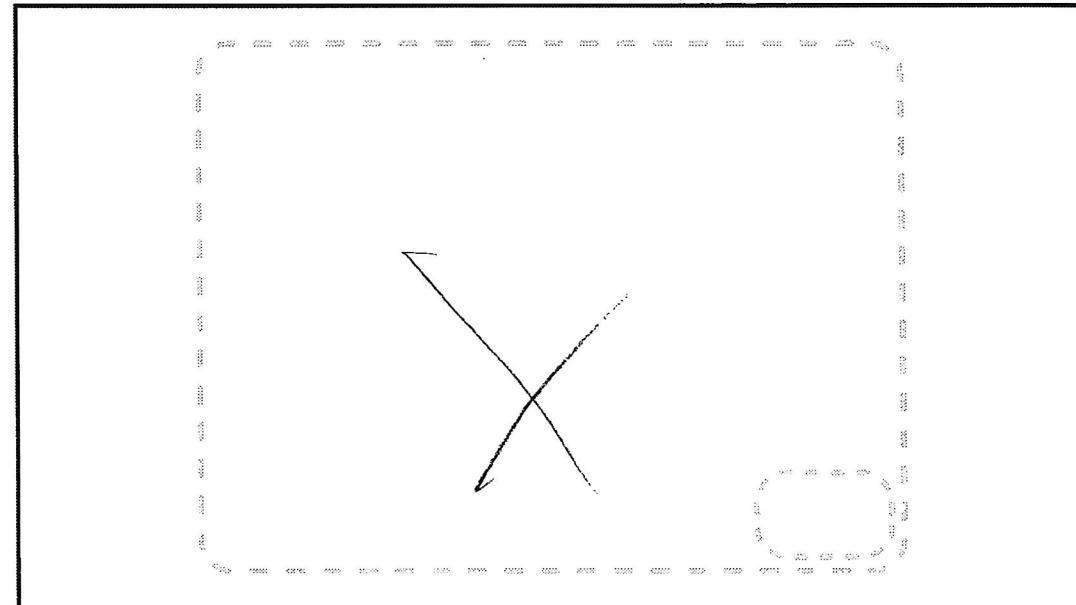
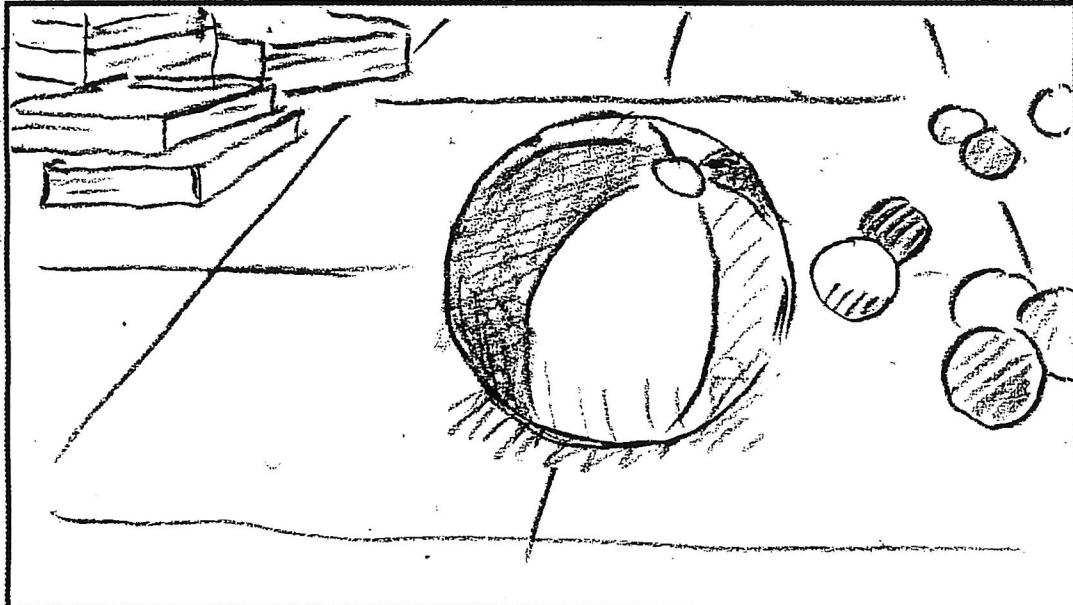
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- C.U. of BEACH BALL.

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-241

1042 247

# ADVENTURE TIME

1042 247

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Sc. 87

Pnl.

A

Bg.

day night



Sc. 87 cont

Pnl B

Bg.

day night



Page

145

Dialog:

Action:

- JB SMILES.

Timing:



OFFS (CRYING SOUNDS)

FB: H-U-HU?

- JB HEARS OFF/S SOUND AND LOOKS UP.

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page

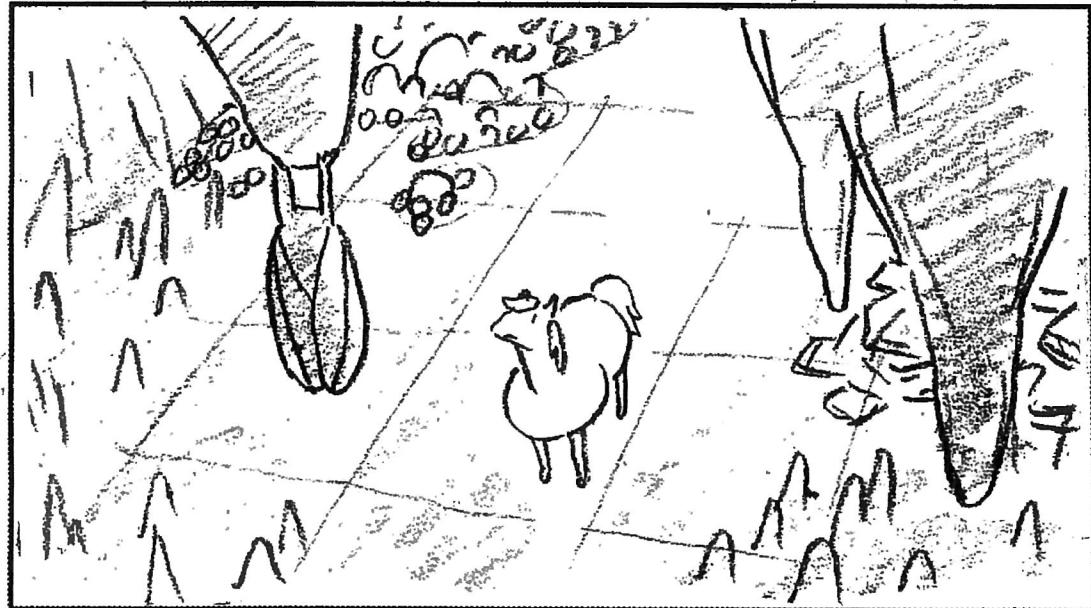
146

Sc. 88

Pnl. A

Bg.

day night

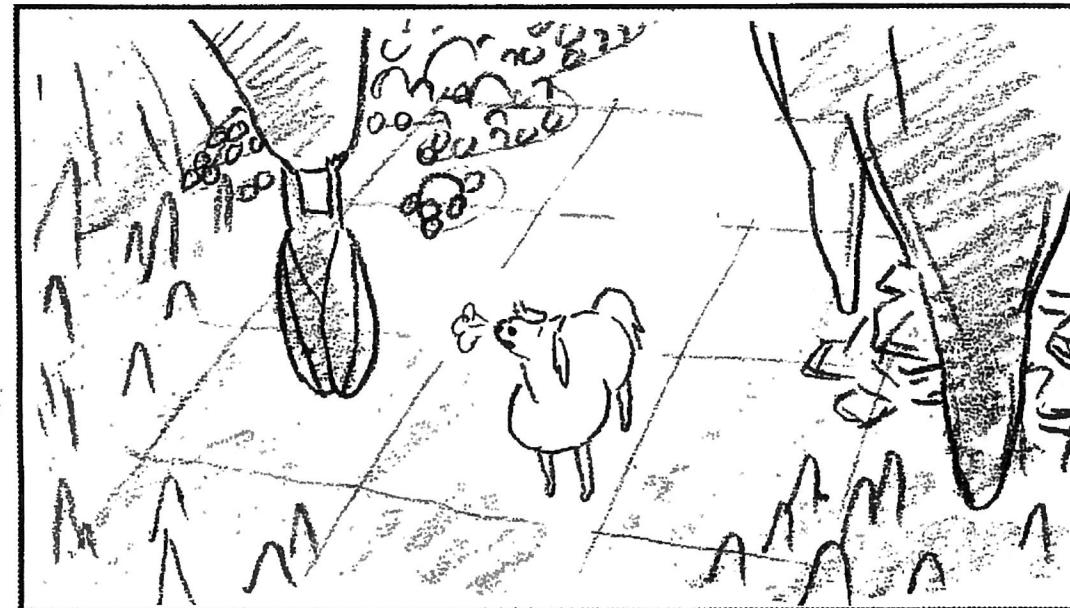


Sc. 88 cont

Pnl. B

Bg.

day night



Dialog:

②: (CRYING)

JB: [SNORT]

Action:

- BAT w/ FOLDED WINGS HANGS FROM STALACTITE.

- JB TROTS ON/S.

MAR 03 2016

Timing:

Production:

1042 247

1042 247

1042 247

# ADVENTURE TIME



Page 147

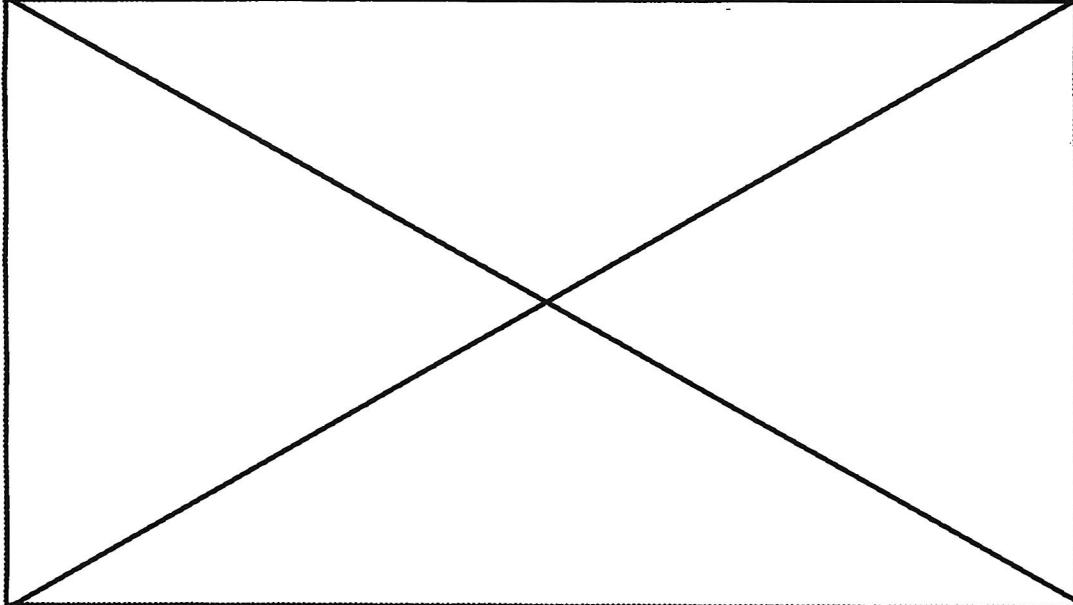
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Sc.

Pnl.

Bg.

day night

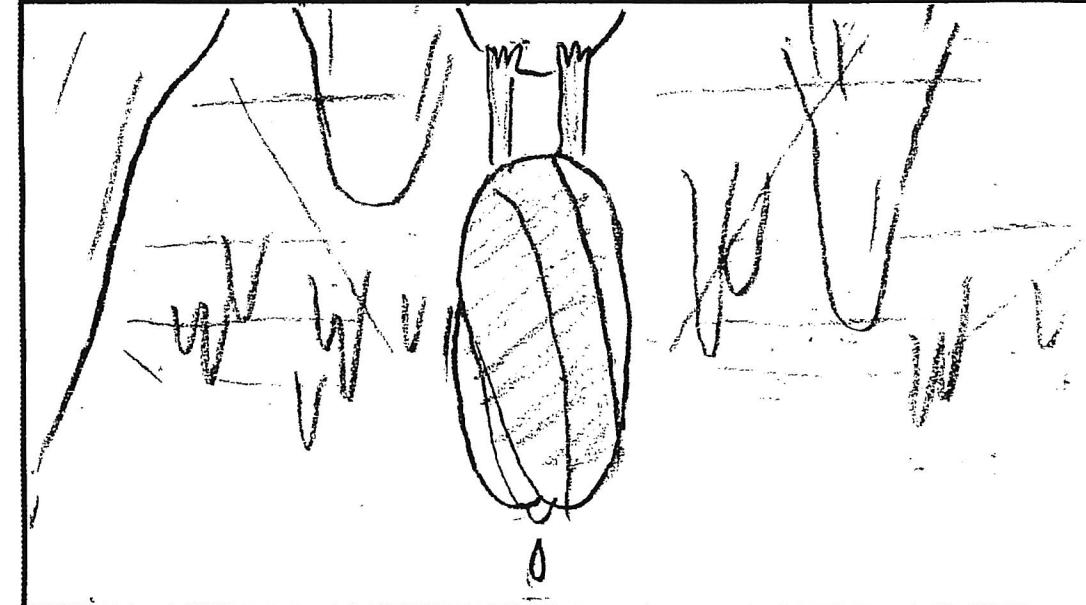


Sc. 89

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

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1042 247

# ADVENTURE TIME



Page 148

Sc. 89 cont Pnl.

**B**

Bg.

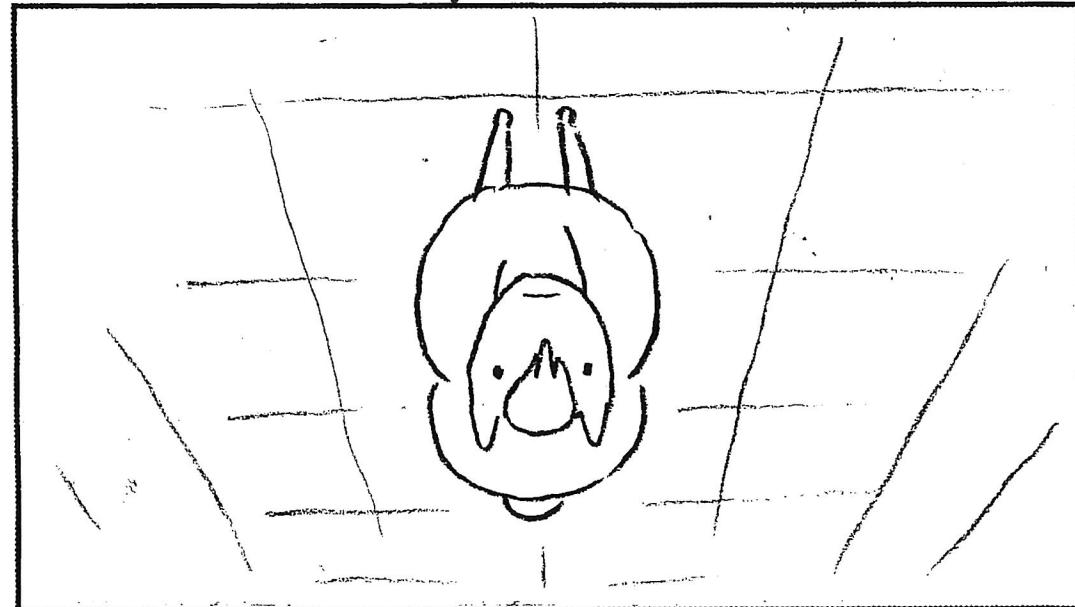
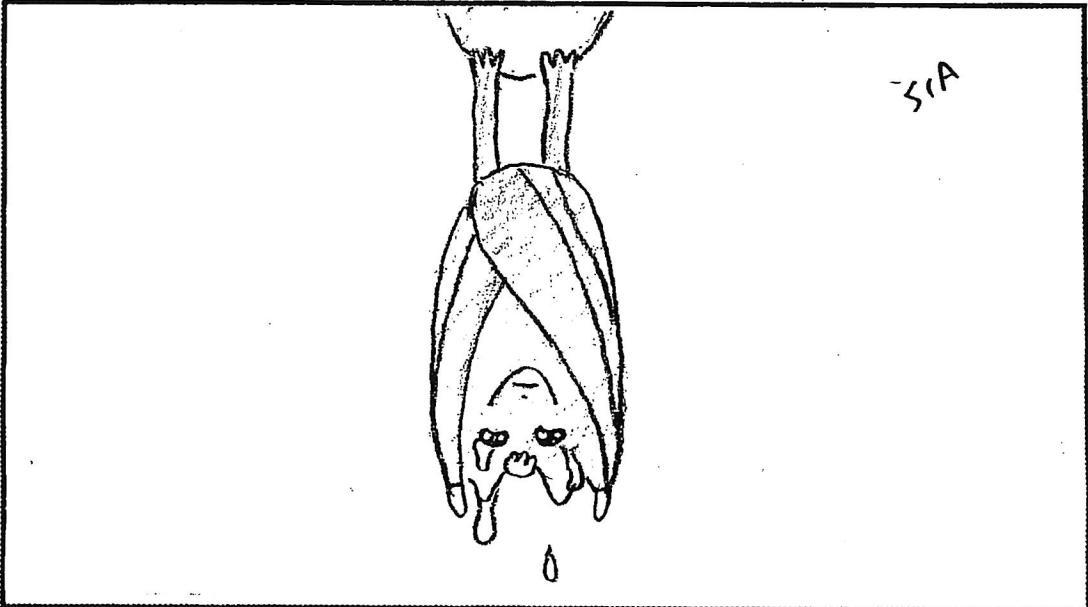
day night

Sc. 90

**A**

Bg.

day night



**Dialog:**

FRUIT BAT : [SQUEAK]

**Action:**

- BAT OPENS WINGS.

- BAT POV of JAMES BAXTER.

MAR 03 2016

**Timing:**

**Production:**

1042-247

EPISODE #

1042 247

1042 247

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# ADVENTURE TIME



Page

149

Sc. 91

Pnl. A

Bg.

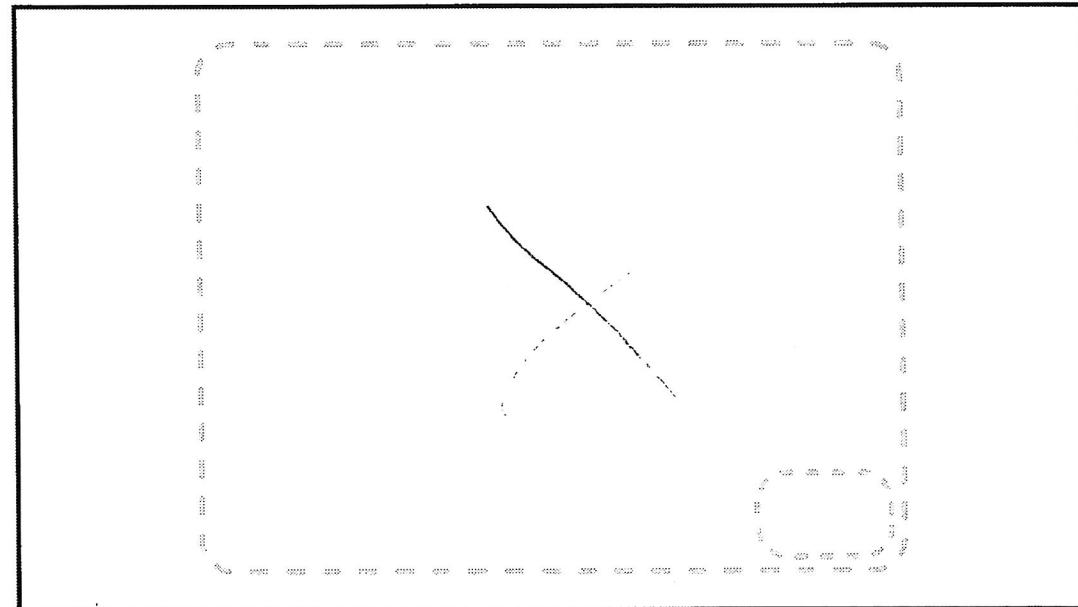
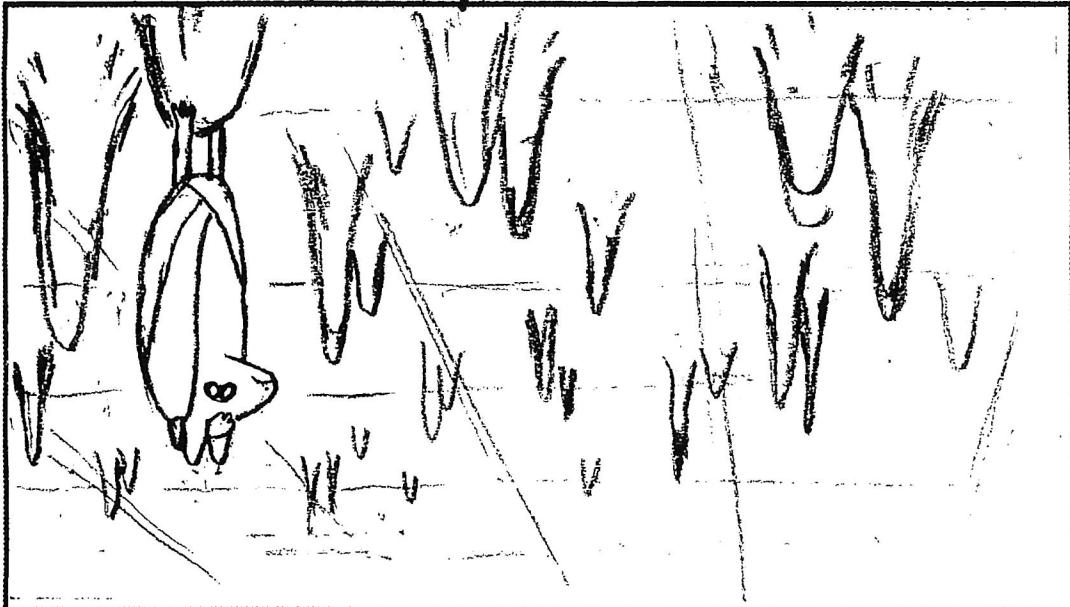
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

SP

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

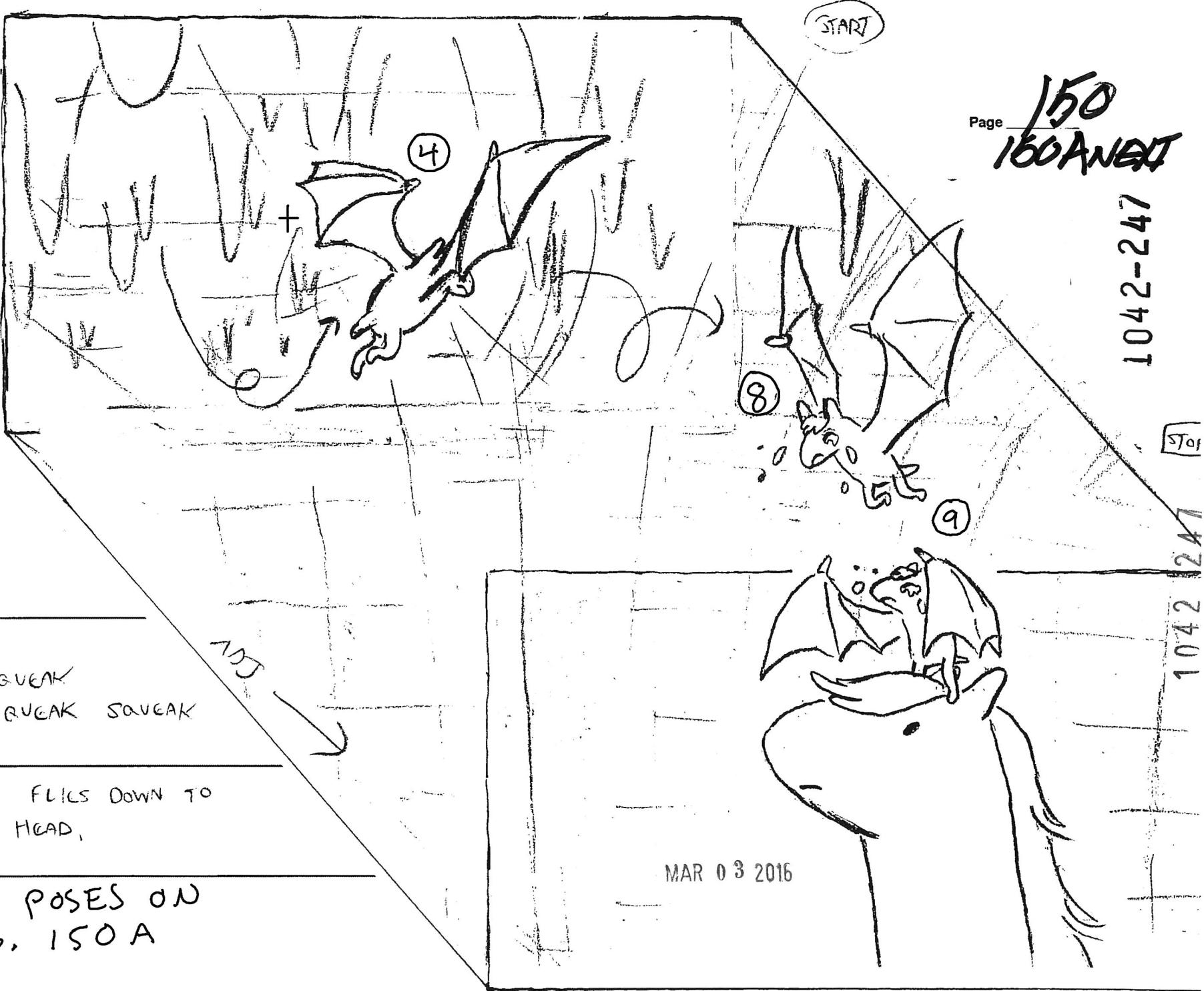
1042 247

1042 247

# ADVENTURE

Sc. 91 cont Pnl. B

1042 247



## Dialog:

FB

SQUEAK SQUEAK  
SQUEAK SQUEAK SQUEAK

**Action:**

- F. BAT FLIES DOWN TO  
JB'S HEAD,

### Timing:

ADDITIONAL POSES ON  
NEXT PG. 150A

MAR 03 2016

1042 247

# ADVENTURE

Sc. 91 ADDITIONAL POSES



+



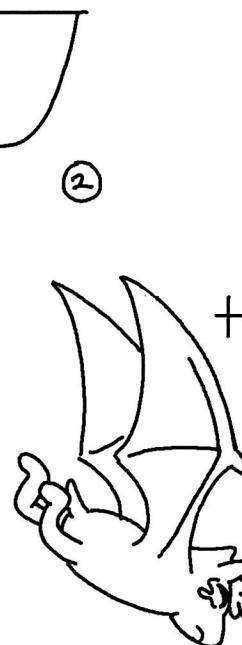
⑤



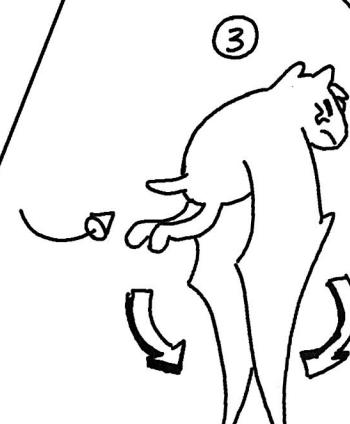
⑥



⑦



+



+



1042 247

Page

150A  
151NEXT

1042-247

1042 247

10429247

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# ADVENTURE TIME

Sc.

91 cont  
Pnl. C

Ba.



day night

Sc.

91 cont  
Pnl. D

Ba.

day night

Page 151



S/A

Dialog:

(FB) = (CRITS)

Action:

- FB DRAPE WINGS AROUND JB'S HEAD.

- FB'S TEARS GO INTO JB'S EYES.

Timing:

MAR 03 2016



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EPISODE # 1042-247

1042 247

# ADVENTURE TIME

Sc. 91 cont Pnl. E

Bg.



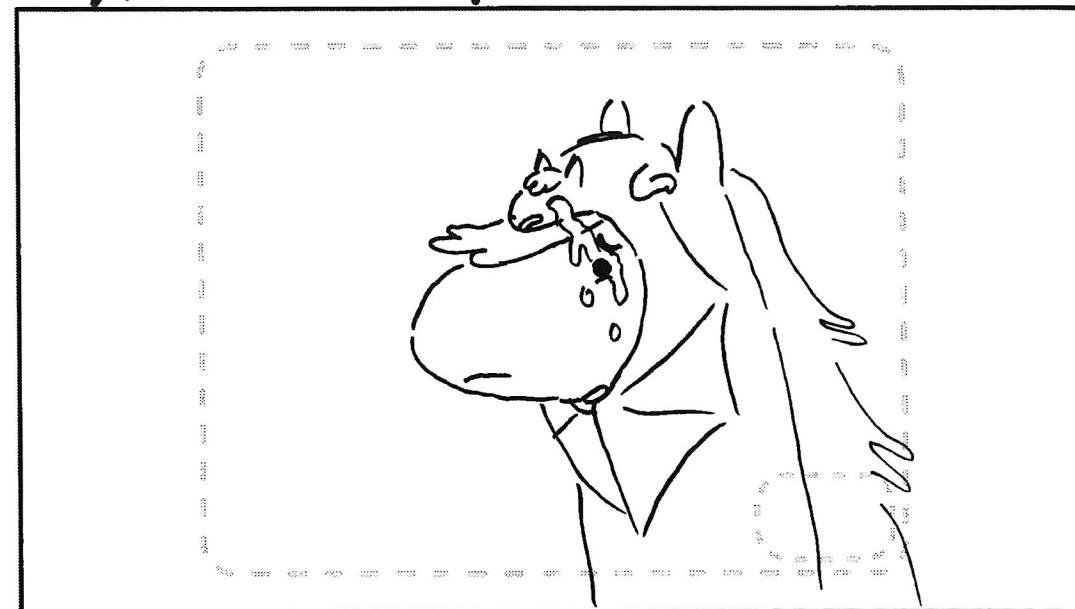
day night



Sc. 91 cont Pnl. F

Bg.

day night



Page 152

EPISODE # 1042-247

Dialog:

FB : [ CRYING ]

Action:

- JB SHAES HEAD, BAT HOLDS ON,

- JB Looks LEFT.

Timing:

MAR 03 2016



1042 247

1019 9A7

1042 247

# ADVENTURE TIME

Sc. 91 cont Pnl. 6

Bg.

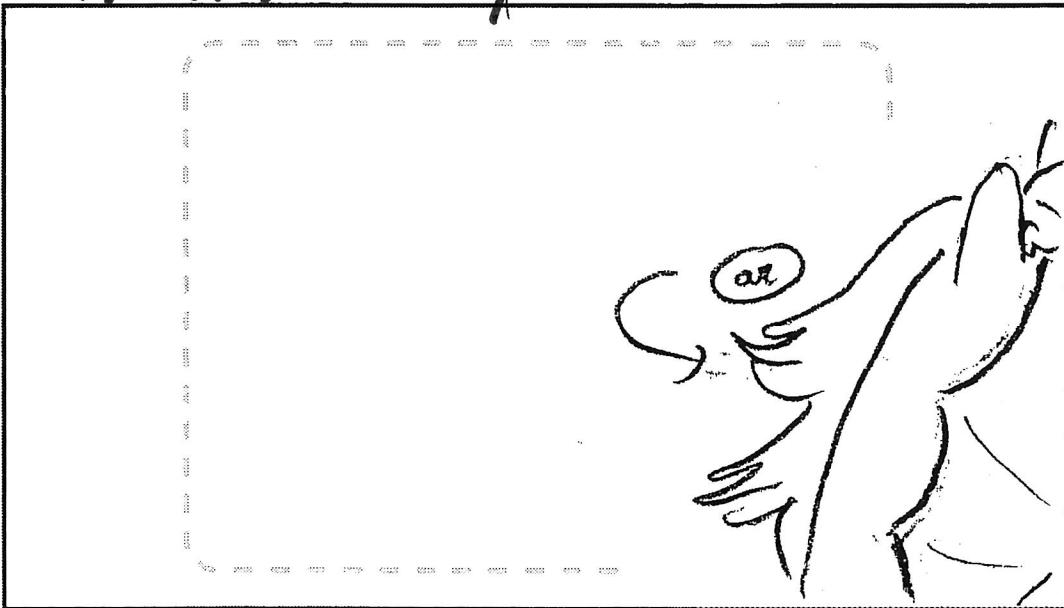


day night

No Sc. 92

Page

153

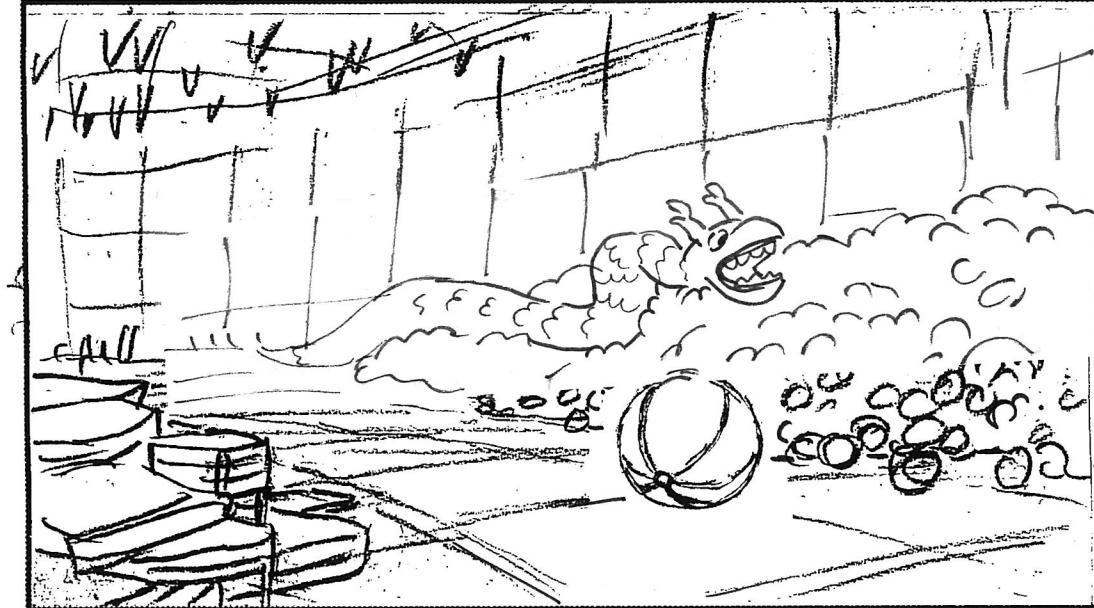


Sc. 93

Pnl. A

Bg.

day night



Dialog:

Action:

JB TROTS OFF, S.

Timing:

MAR 03 2016

Production:

EPISODE # LU42-247

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1042 247

# ADVENTURE TIME



Sc. 9B cont Pnl B

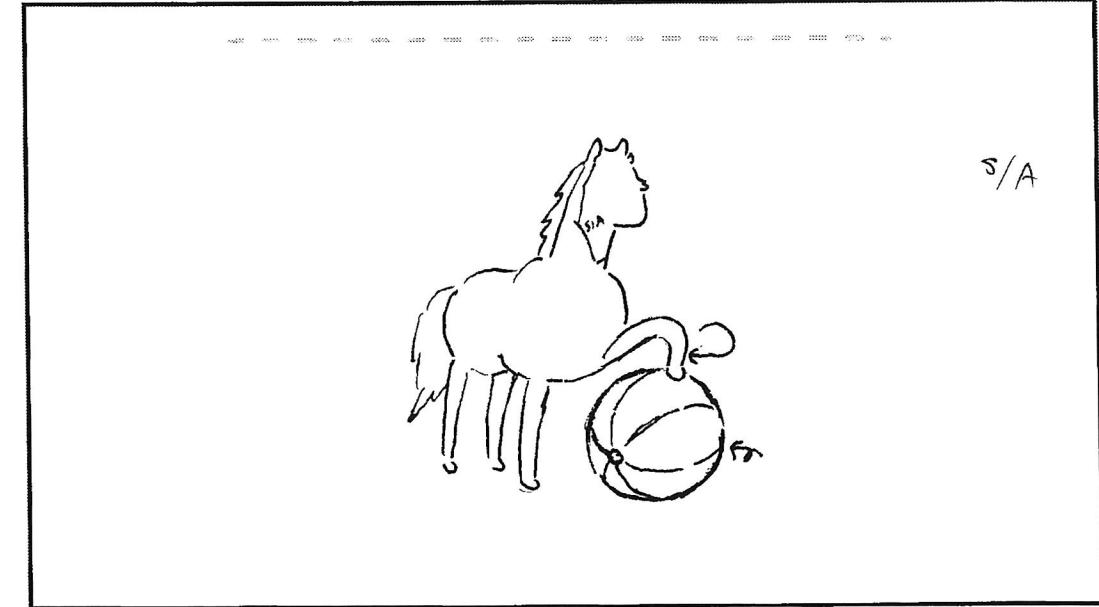
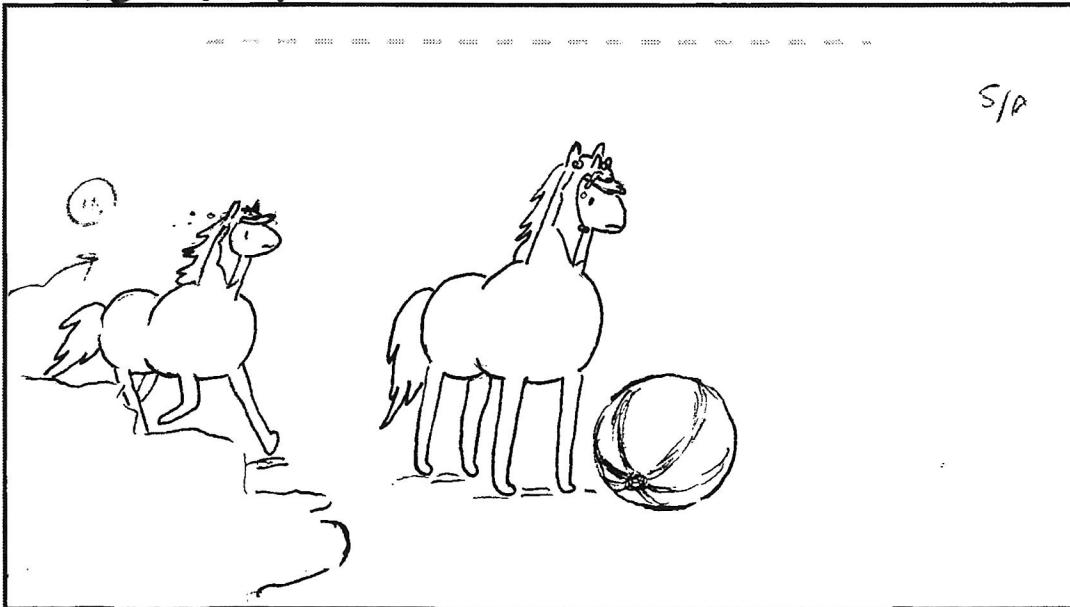
Bg.

day night

Sc. 9B cont Pnl. C

Bg.

Page 154  
day night



1042 247

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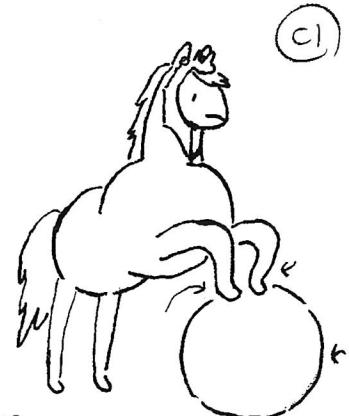
Dialog:

Action: - JB TROTS UP TO BEACH BALL.

- JB HESITANTLY PLACES  
HOVES ON BALL.

Timing:

MAR 03 2016



EPISODE # 1042-247

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1042 247

# ADVENTURE TIME

Sc. 93 cont Pnl. D

Bg.

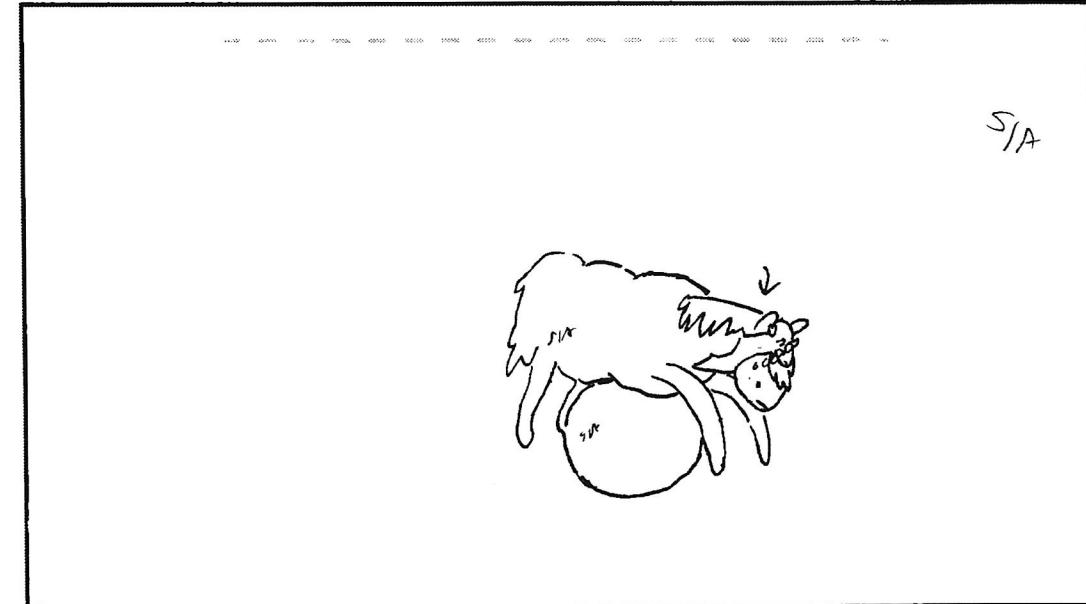
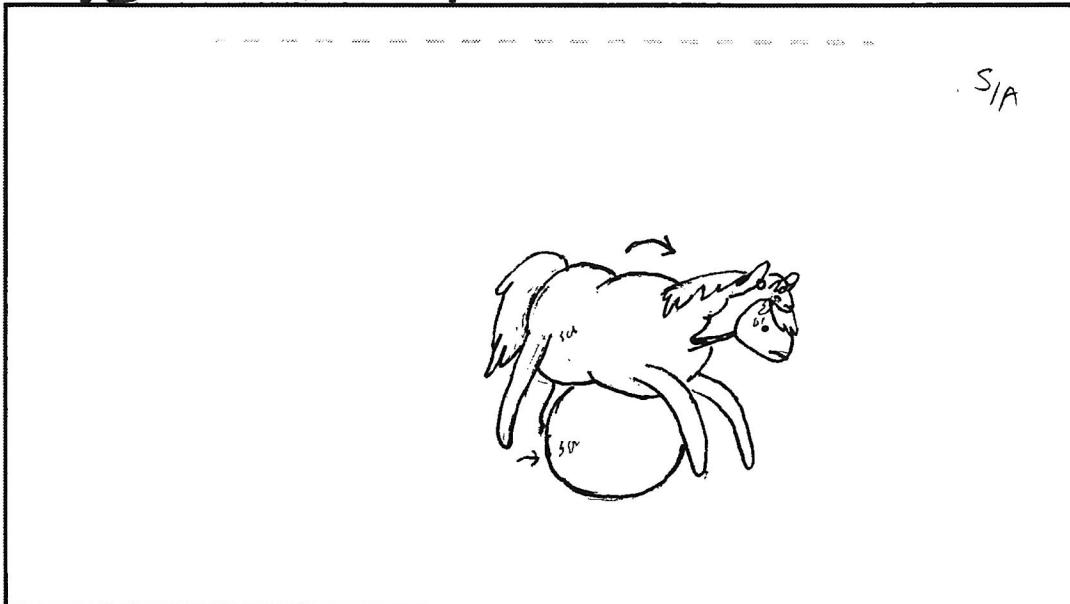


day night

Sc. 93 cont Pnl. E

Bg.

Page 155  
day night



Dialog:

Action:

- JB ROLLS FORWARD ONTO BALL.

Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

1042 247

# ADVENTURE TIME

Sc. 93 cont Pnl. F

Bg.



day night

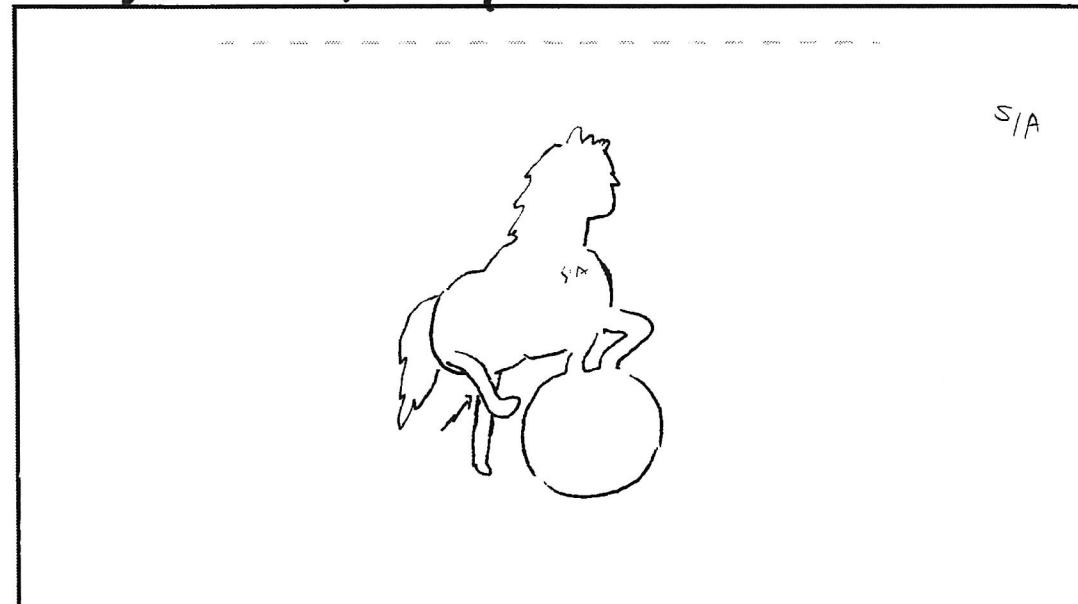
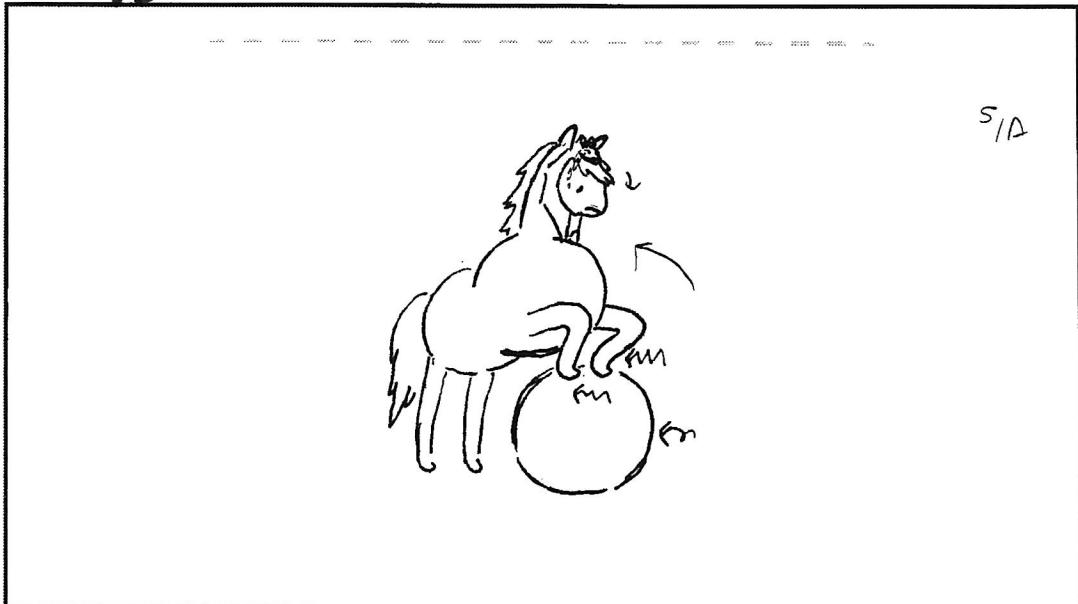
Sc. 93 cont Pnl. G

Bg.

Page

156

day night



Dialog:

Action:

- JB PULLS HOVES BACK TO RIGHT BALL.

- JB LIFTS BACK LEG.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME

Sc.

93 cont

Pnl.

H

Bg.



day night

Sc.

93 cont

Pnl.

I

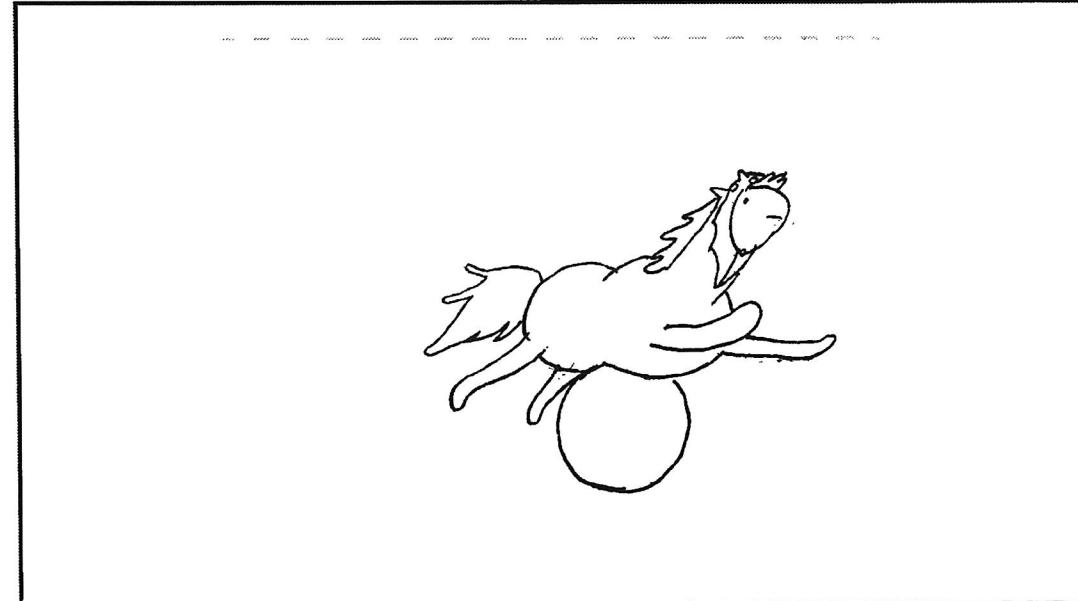
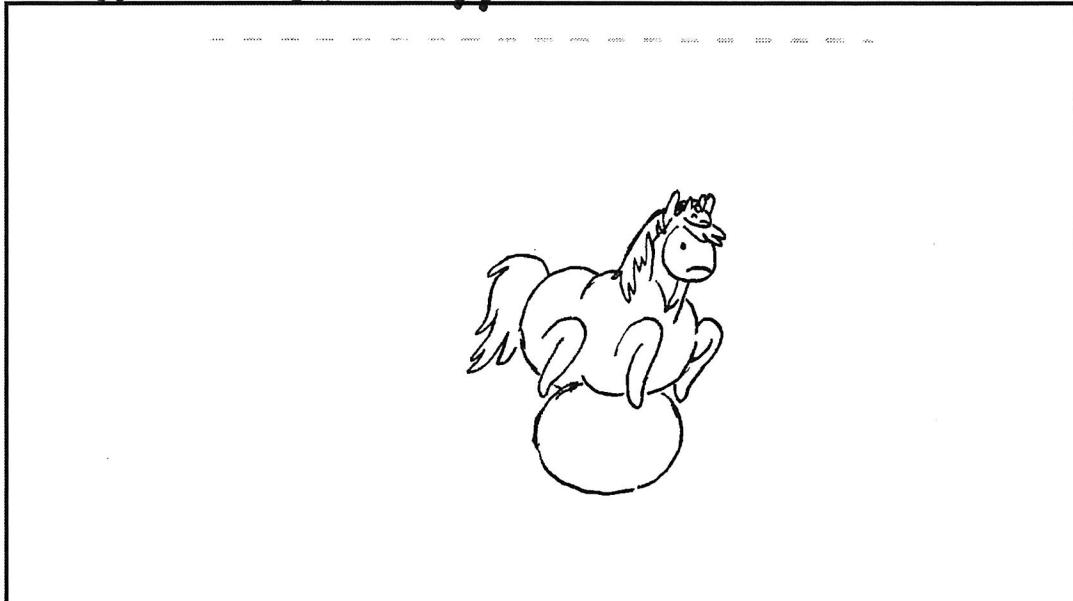
Bg.

day night

Page

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1042 247



EPISODE # 1042-247

Production:

Dialog:

7 2x 7

Action:

MAR 03 2016

Timing:

1042 247

# ADVENTURE TIME

Sc. 94

Pnl. A

Bg.



day night

Sc. 94cont

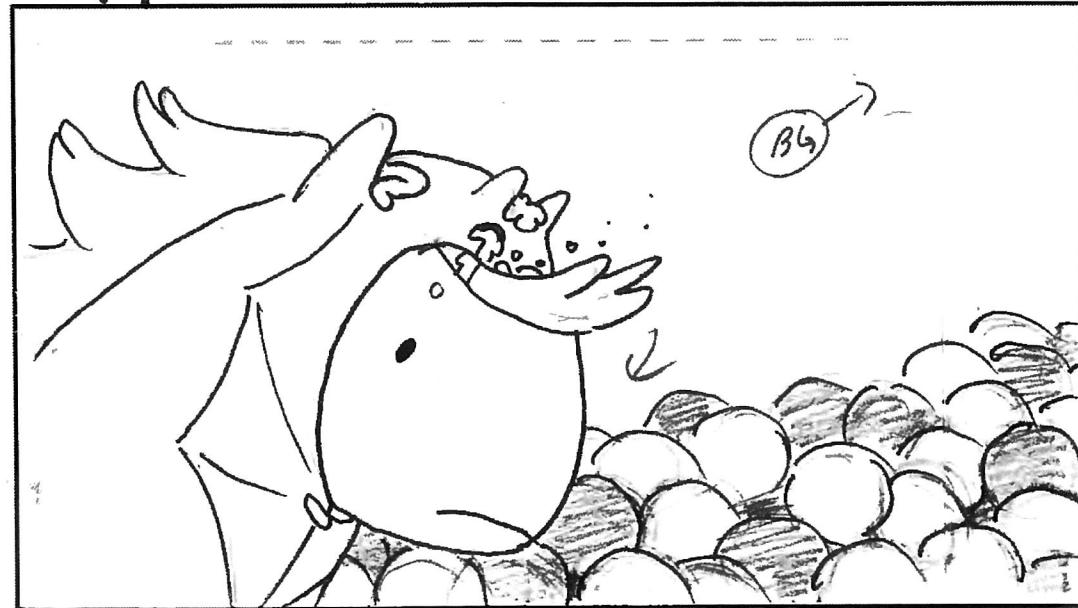
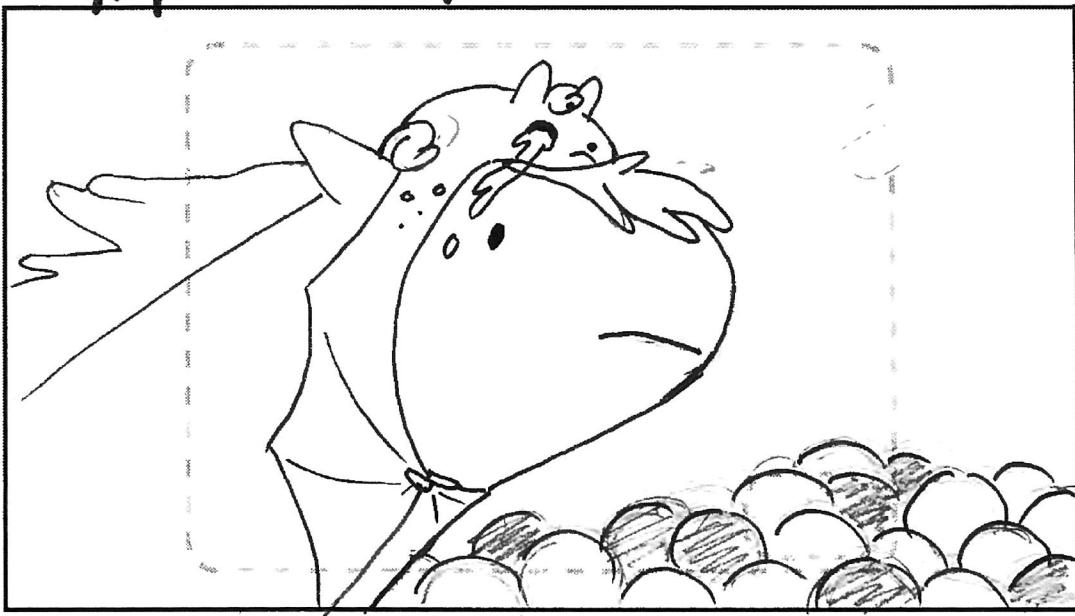
Pnl. B

Bg.

Page

158

day night



Dialog:

SP

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

# ADVENTURE TIME

Sc. 94 *cont* Pnl. C

Bg.



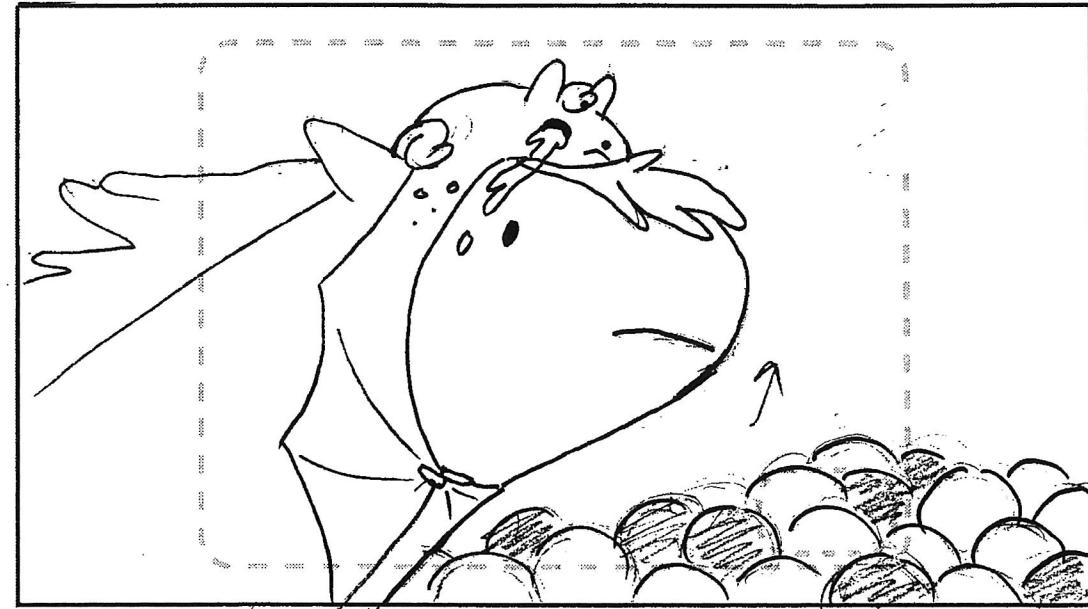
day night

Page

159

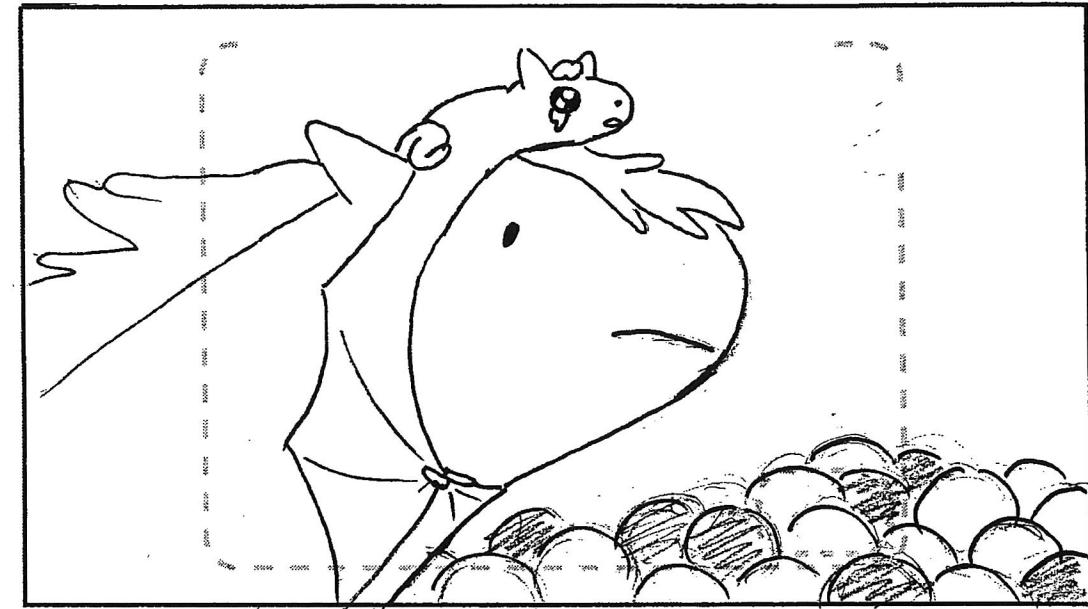
Bg.

day night



Sc. 94 *cont* Pnl. D

D



Dialog:

(FB)

SQUEAK SQUEAK?

Action:

-BAT OPENS EYES.



MAR 03 2016



Timing:

EPISODE # 1042-247

Pr

1042 247

1042 247

# ADVENTURE TIME

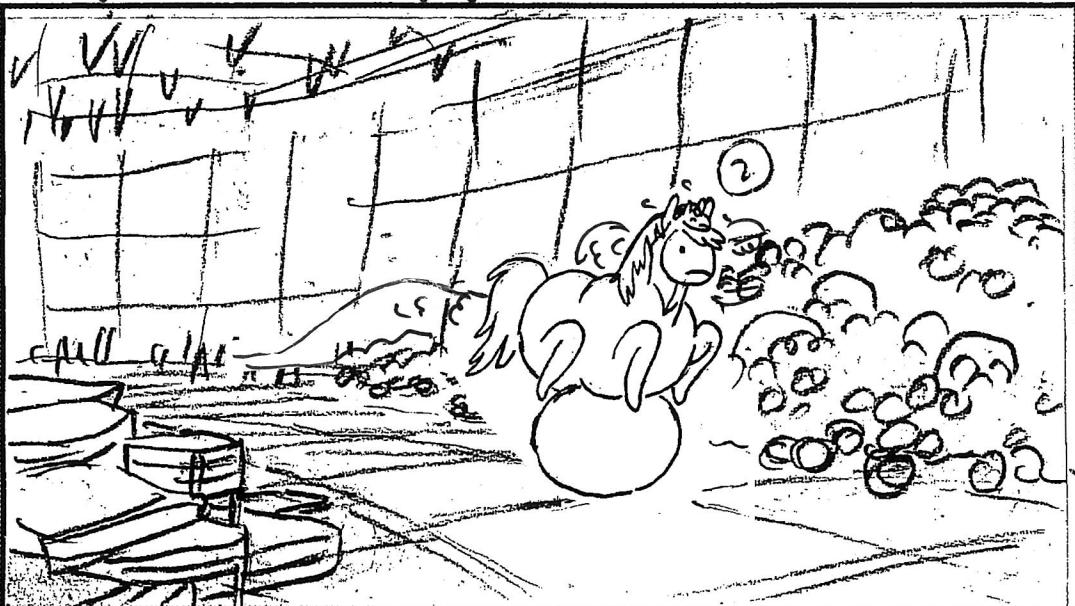


Sc. 95

Pnl. A

Bg.

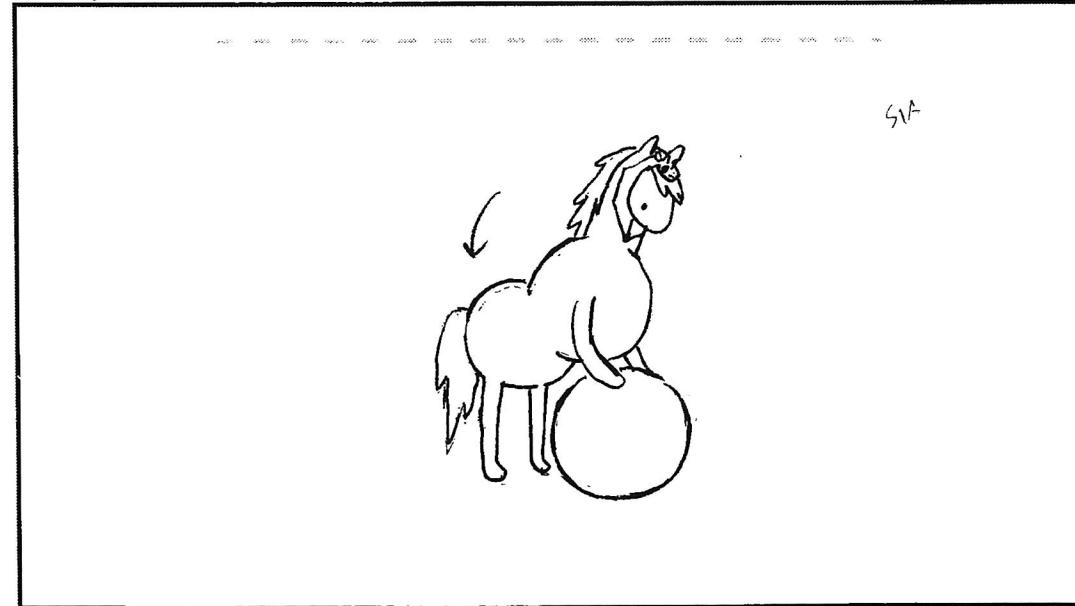
day night



Sc. 95 cont Pnl. B

Bg.

day night



Page

160

1042 247

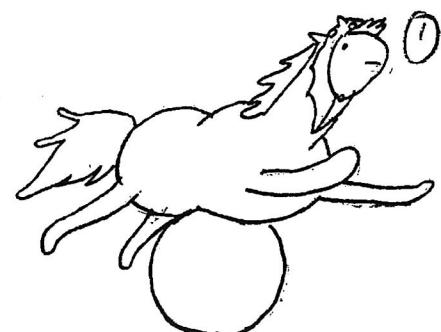
EPISODE #

Production:

Dialog:

Action:

Timing:



MAR 03 2016

1042 247

1042 247

1042 247

# ADVENTURE TIME

Sc. 95 cont Pnl. C

Bg.



day night

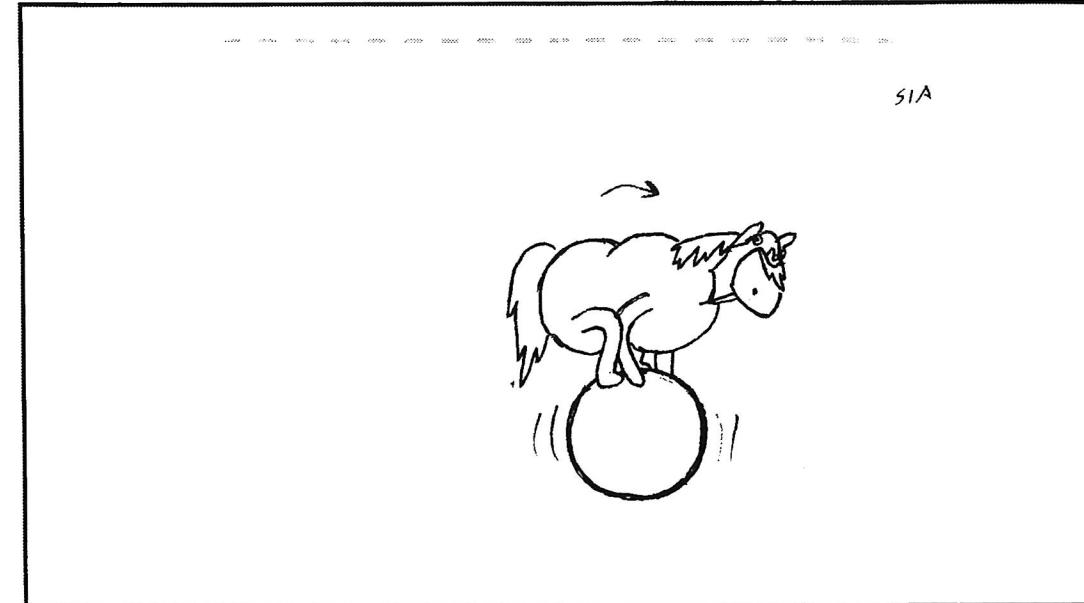
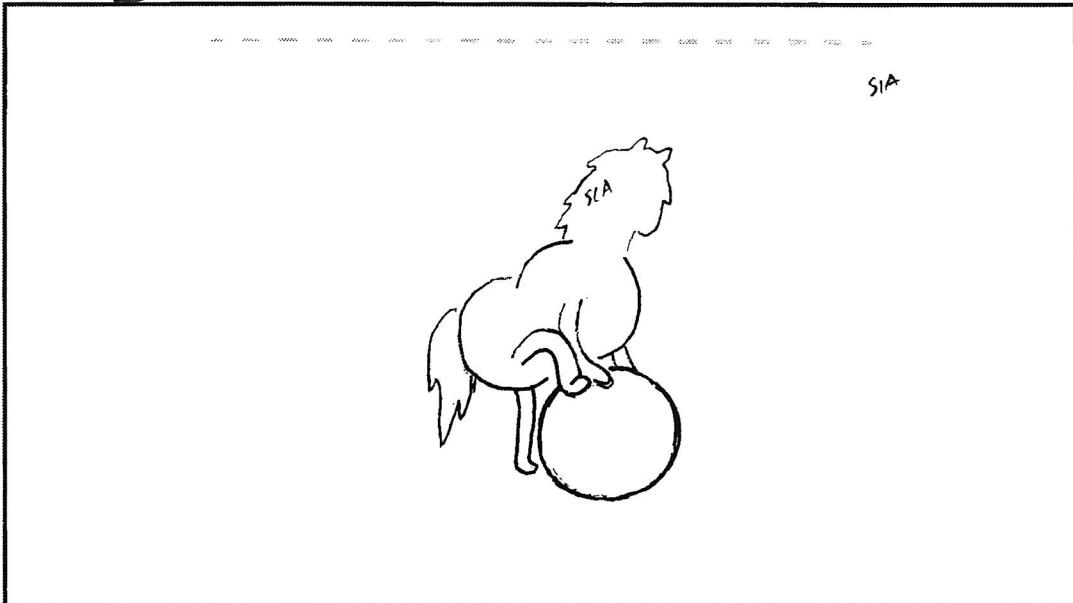
Sc. 95 cont Pnl. D

Bg.

day night

Page

161



Dialog:

Action:

- JB PUTS BACK FOOT ON BALL.

- JB TRIES TO BALANCE ON BALL.

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

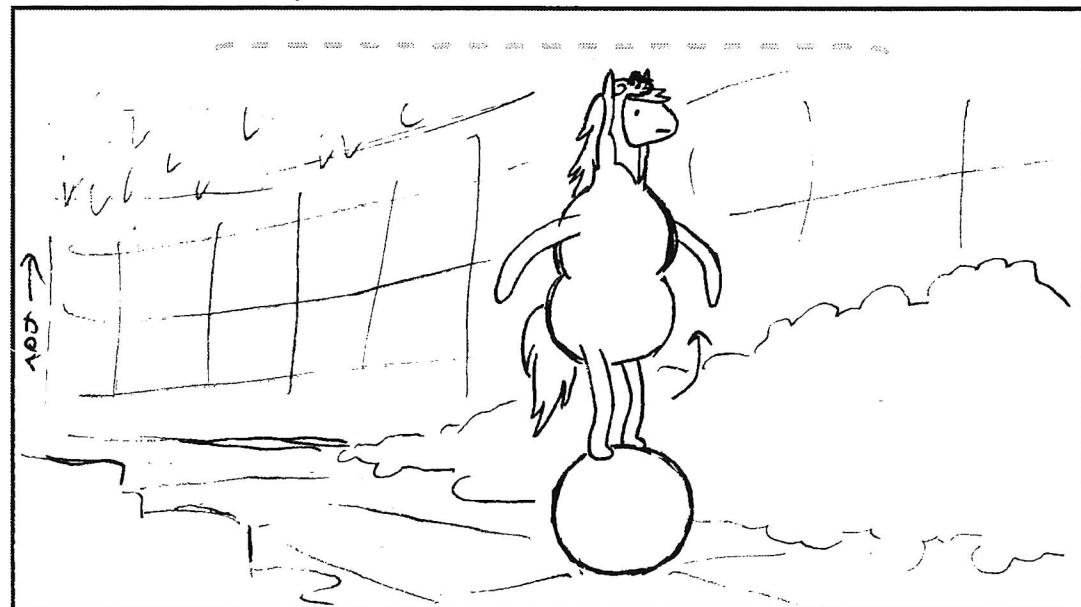
# ADVENTURE TIME

Sc. 95 cont Pnl. E

Bg.



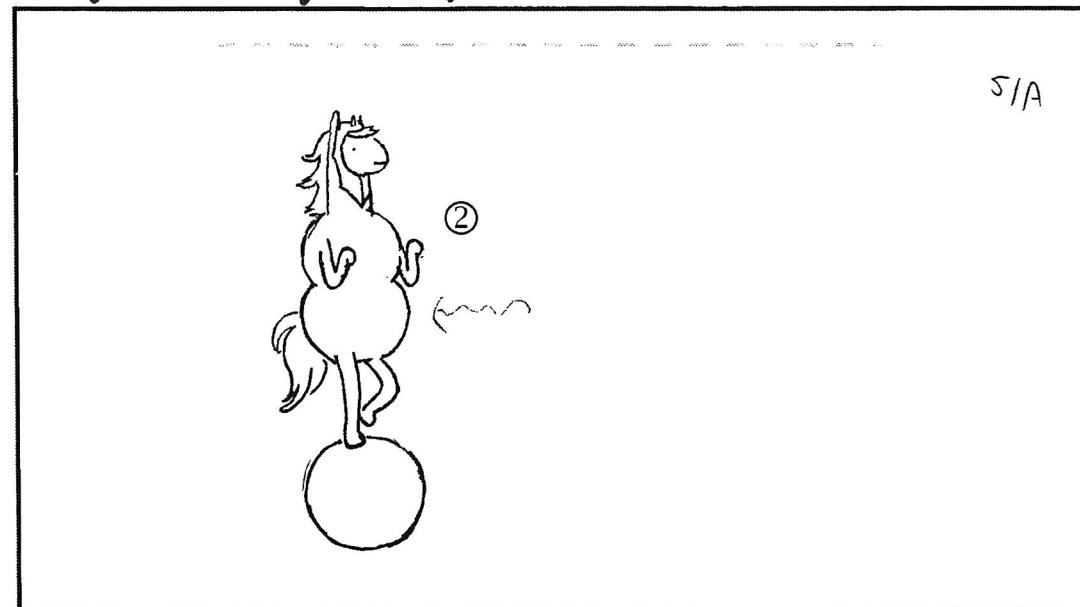
day night



Sc. 95 cont Pnl. F

Bg.

day night



Page 162

day night

Dialog:

JB

NEIGH

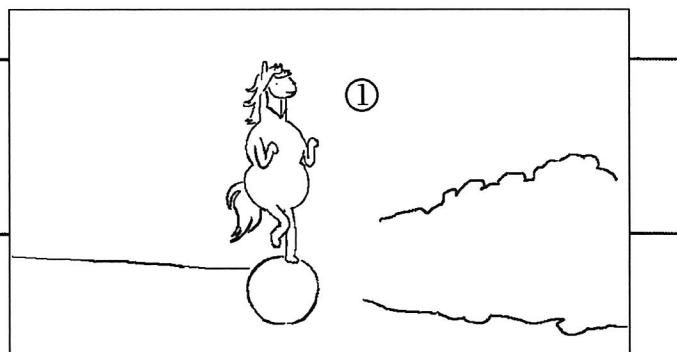
MAR 03 2016

Action:

-JB SLOWLY STANDS UP.

-JB ROLLS/WALKS BACK A FEW STEPS.

Timing:



Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night



Sc. 96 cont Pnl. B

Bg.

day night



1042 717

Page

163

Dialog:

(FB)

SQU(WHEEE)K!

Action:

Timing:



Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



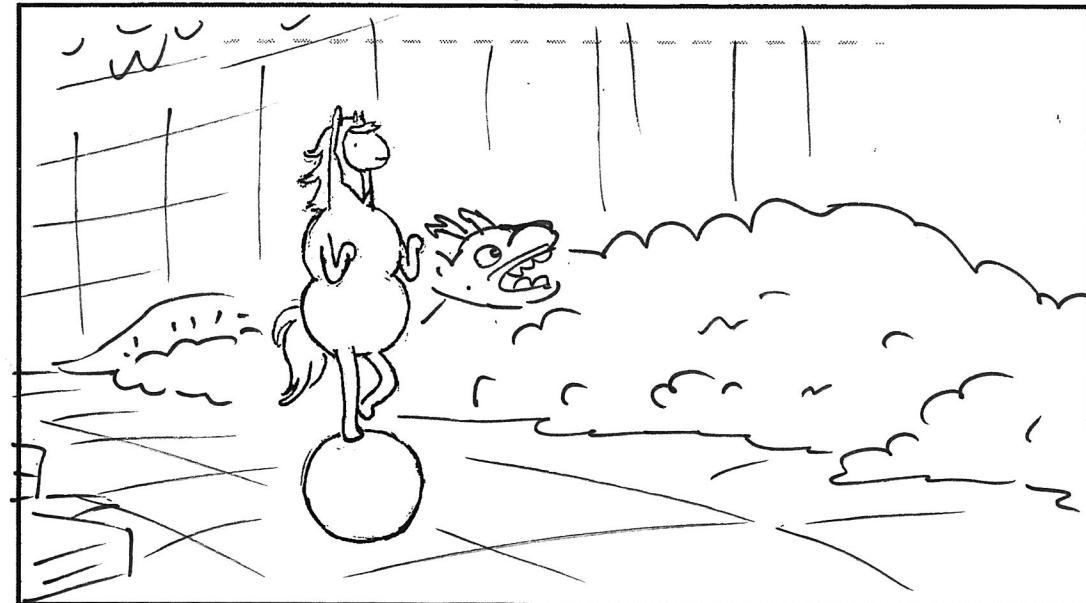
Sc. 97

Pnl.

A

Bg.

day night



Dialog:

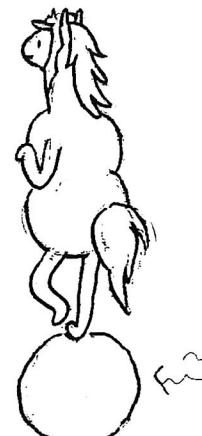
(JB)

[NEIGH-H-H-H]

Action:

- JB RUNS IN  
SMALL CIRCLE.

Timing:



Sc. 98

Pnl.

A

Bg.

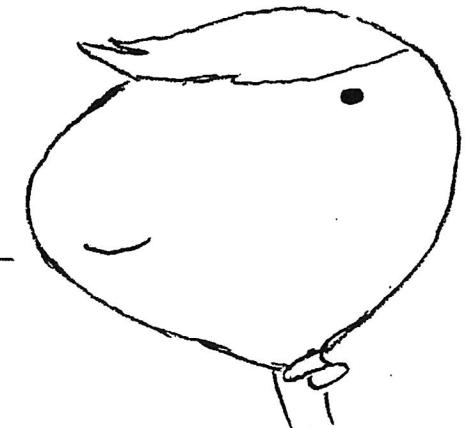
day night



(FB) : SQUEAK  
SQUEAK !

- JB LOOKS UP AT BA.

MAR 03 2016



1042 247

EPISODE # 1042-247

1042 247

Page 164

# ADVENTURE TIME

Sc. 98 cont Pnl. B

Bg.



day night



Sc. 99

Pnl. A

Bg.

day night

Page 165



Dialog:

Action:

- JB LOOKS FORWARD

- JB LOOKS AT STACK OF BOARD GAMES.

Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page 166

Sc.

Pnl.

Bg.

day night

Sc.

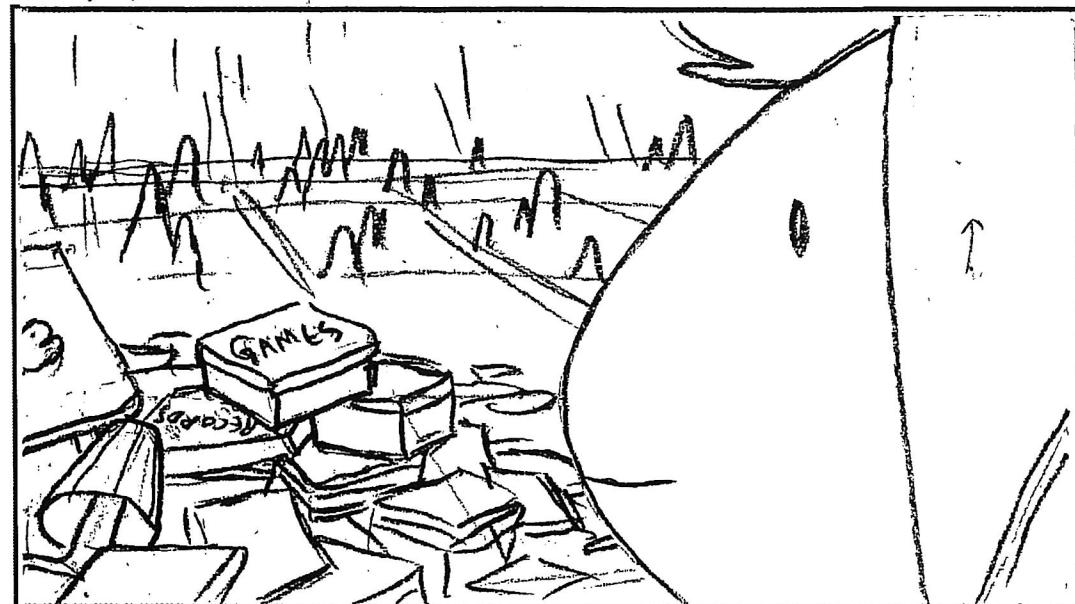
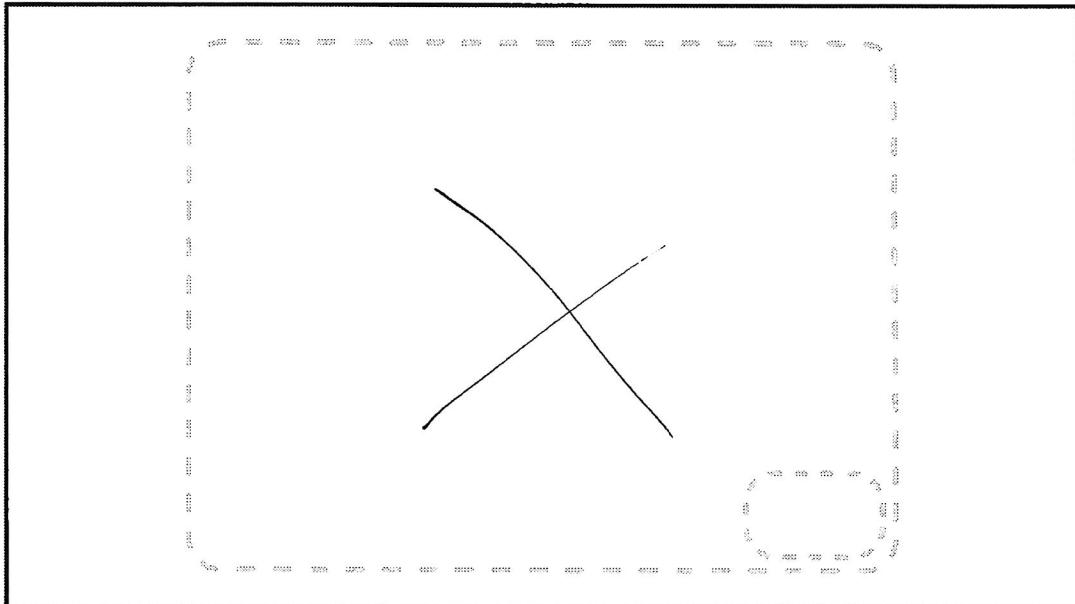
99 cent

Pnl.

B

Bg.

day night



1042 247

EPISODE #

Production:

Dialog:

Action:

- JB LOOKS AT BOARD GAMES.

MAR 03 2016

Timing:

1042 247

# ADVENTURE TIME

Sc. 100

Pnl. A

Bg.



day night



Sc. 101

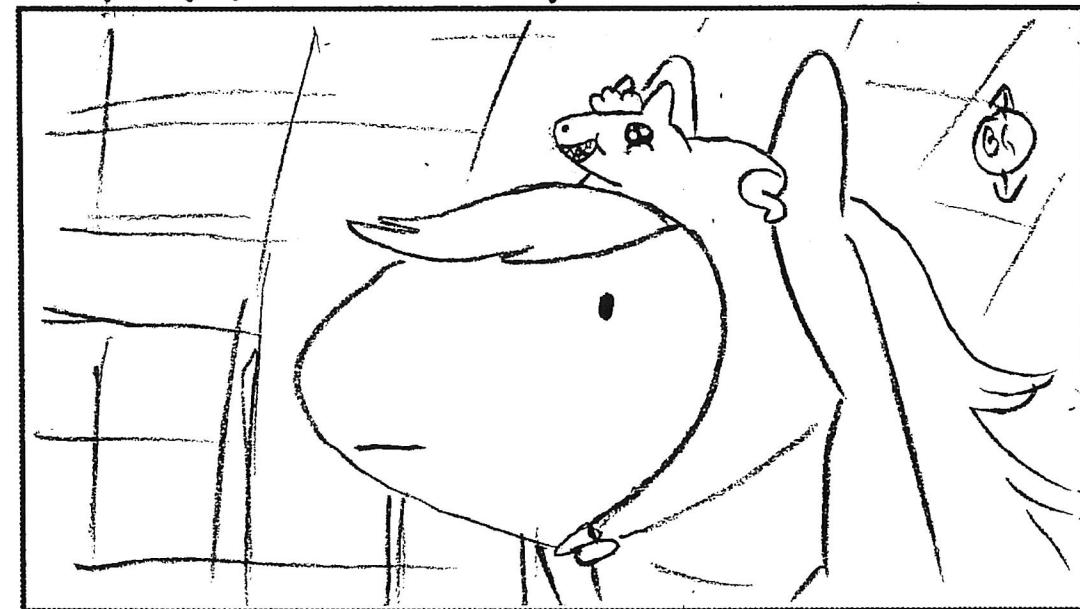
Pnl. A

Bg.

Page

167

day night



Dialog:

(JB)

"JAMES"

Action:

- CU of 'GAMES' Box

Timing:

MAR 03 2016



1042 247

EPISODE # 1042-247

1042 247

1042 247

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# ADVENTURE TIME

Sc. 101 cont Pnl.

B

Bg.



day night

Sc. 101 cont Pnl.

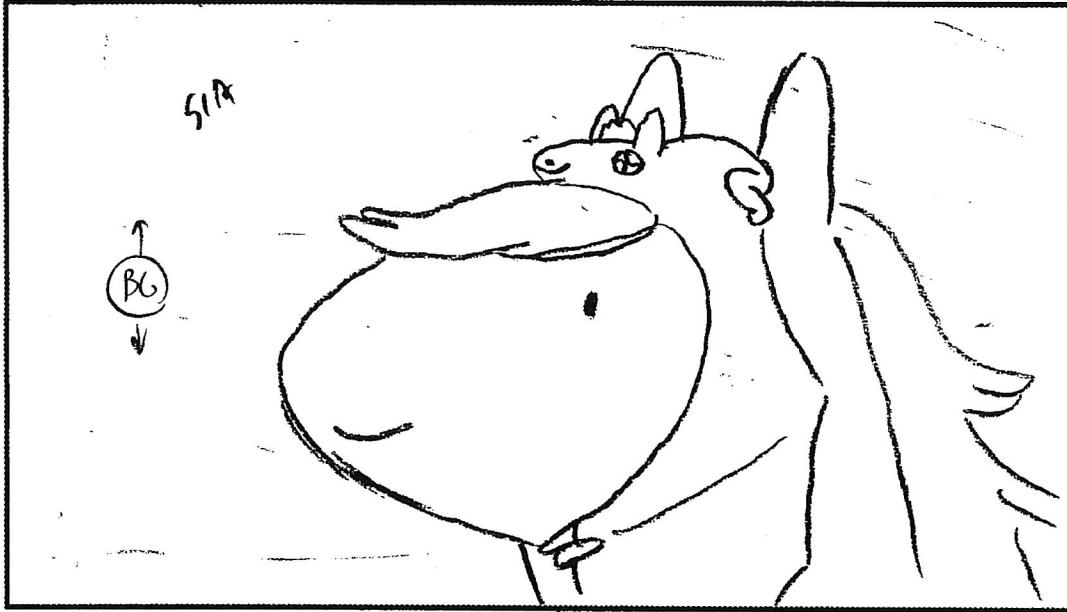
C

Bg.

Page

168

day night



Dialog:

Action:

- JB LOOKS TO HIS LEFT.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

# ADVENTURE TIME



Sc. 102

Pnl.

A

Bg.

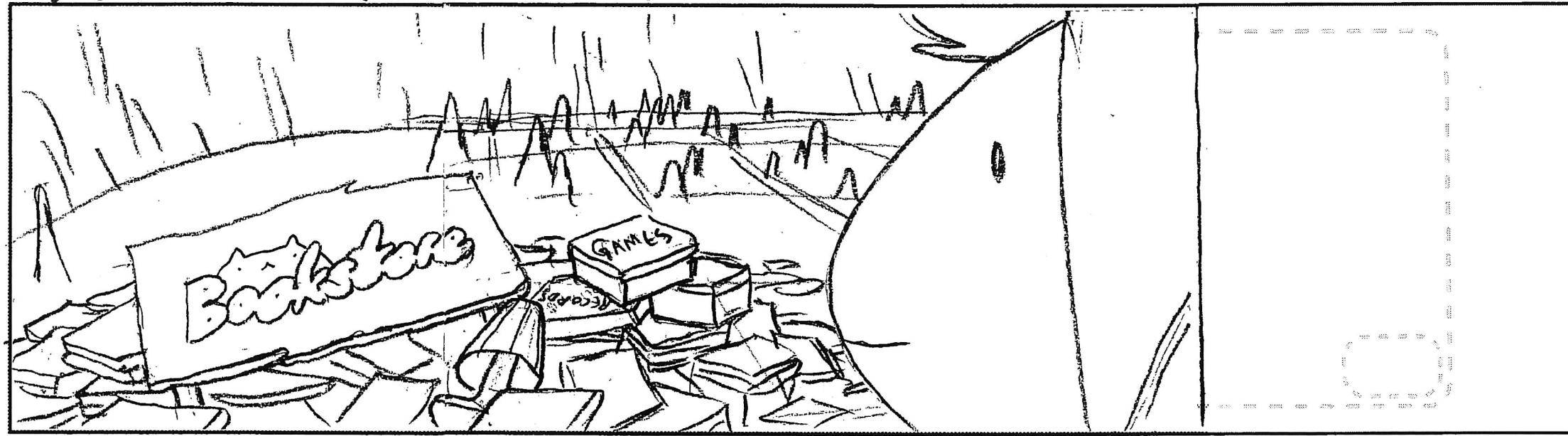
day night

Sc.

Pnl.

Bg.

day night



Dialog:

STOP

← PAN

START

Action:

- PAN LEFT TO Book STORE SIGN.

MAR 03 2018

Timing:

1042 247

## ADVENTURE TIME



Sc. 105

Pnl. A

Bg.

day night



Sc. 105 cont Pnl. B

Bg.

day night

Page 170



Dialog:

⑦: BAXTER-R-R-R !

Action:

MAR 03 2016

Timing:

Production:

EPISODE # LU42247

1042 247

1042 247

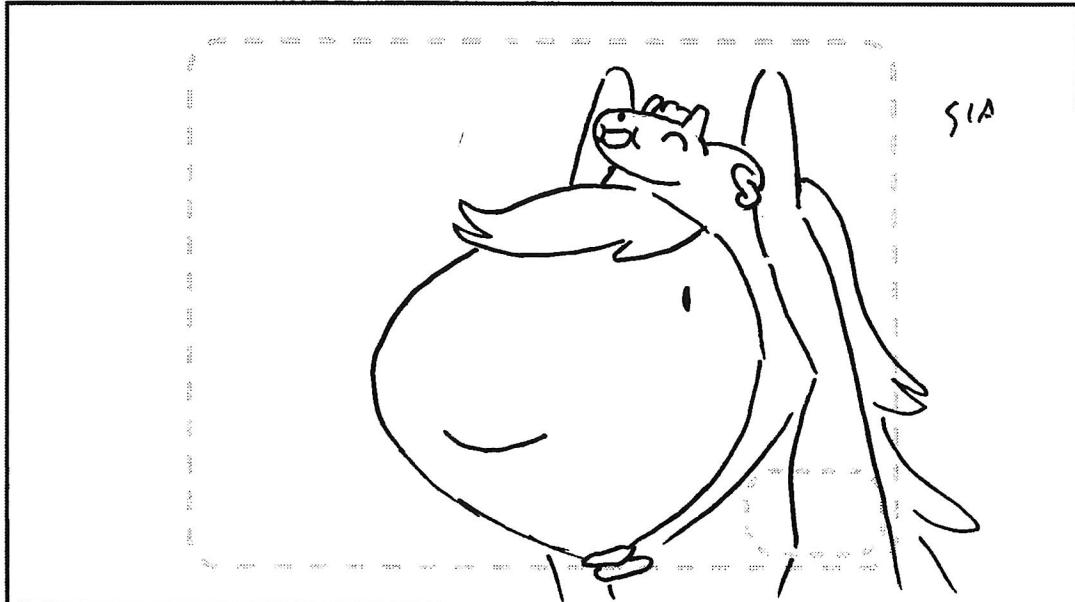
# ADVENTURE TIME

Sc. 105 cont Pnl. C

Bg.



day night



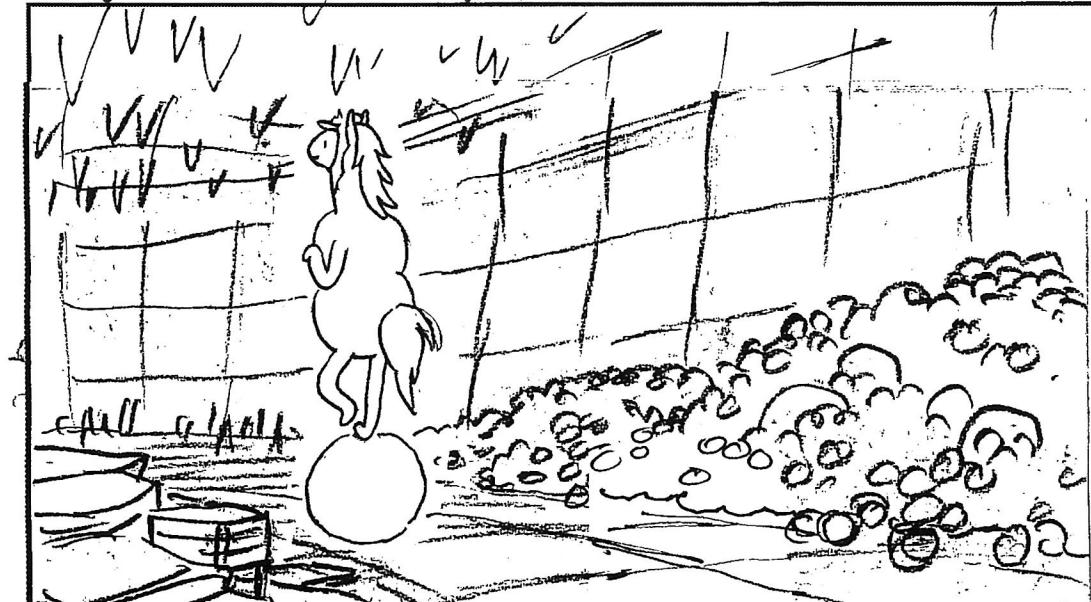
Sc. 106

Pnl. A

Bg.

Page

171



Dialog:

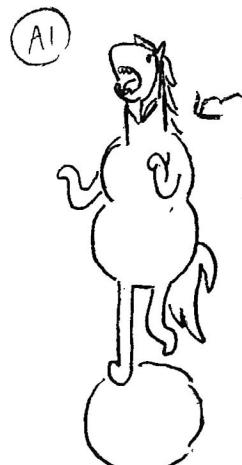
(FB) [GIGGLES]

(B) : JA - A - A →

Action:

Timing:

MAR 03 2016



EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 106 cont Pnl. B

Bg.

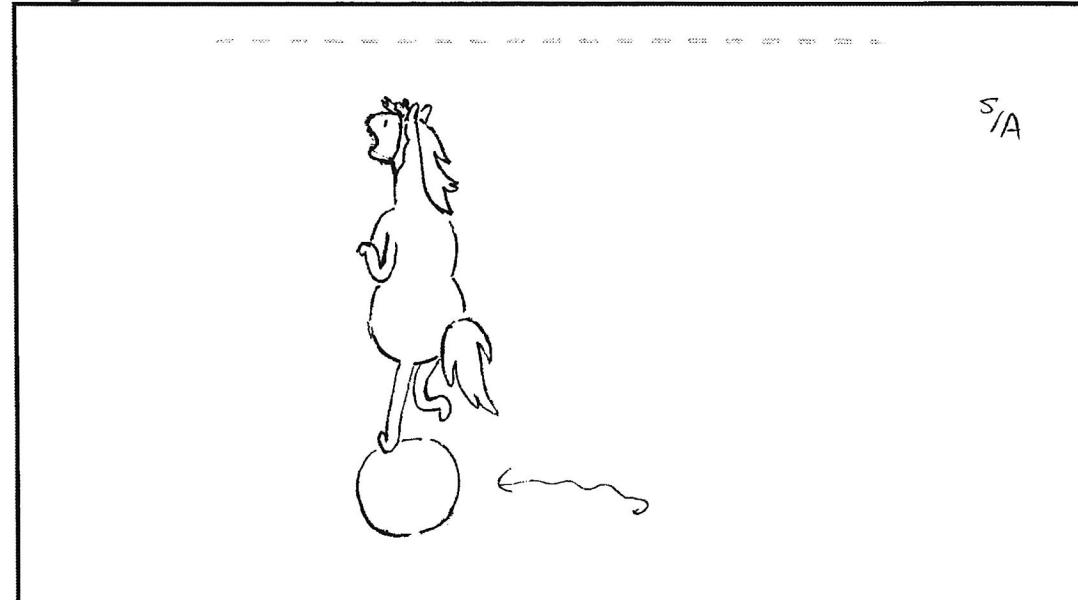
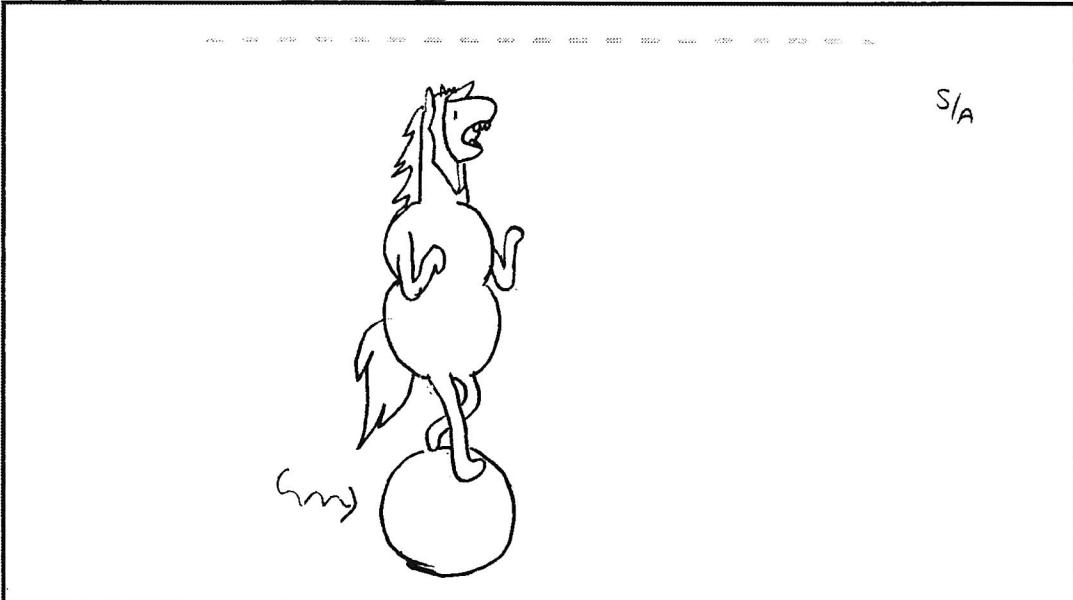
day night

Sc. 106 cont Pnl. C

Bg.

Page 172

day night



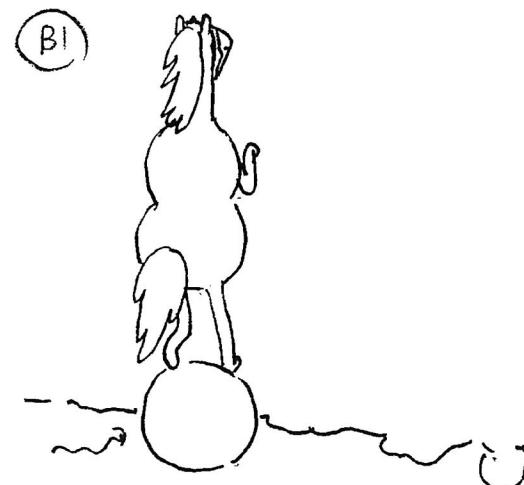
1042 247

Dialog:  
JB: A-a-mes

(B1)

JB: Baxt →

Action:



Timing:

MAR 03 2016

Production:

1042 247

1042-247

EPIISODE #

1042 247

# ADVENTURE TIME

Sc. 106 cont Pnl. D

Bg.



day night

Sc. 107

Pnl.

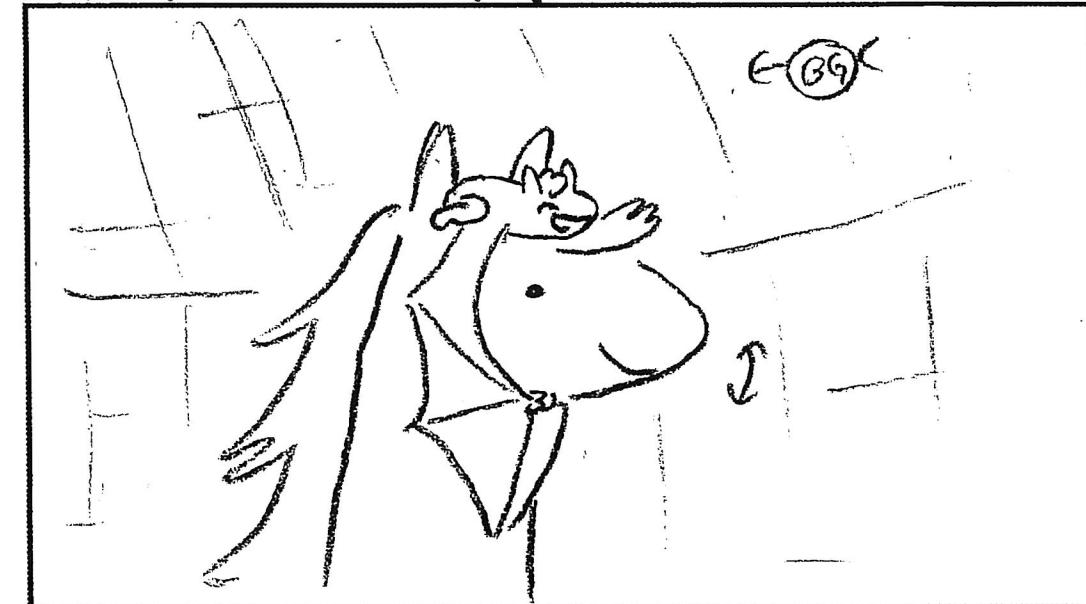
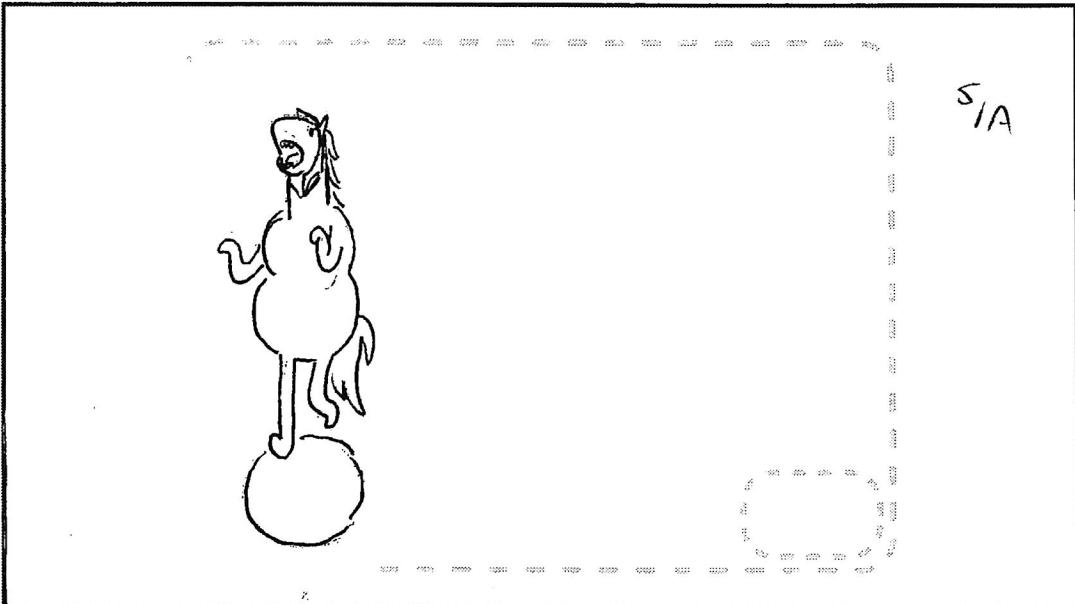
A

Bg.

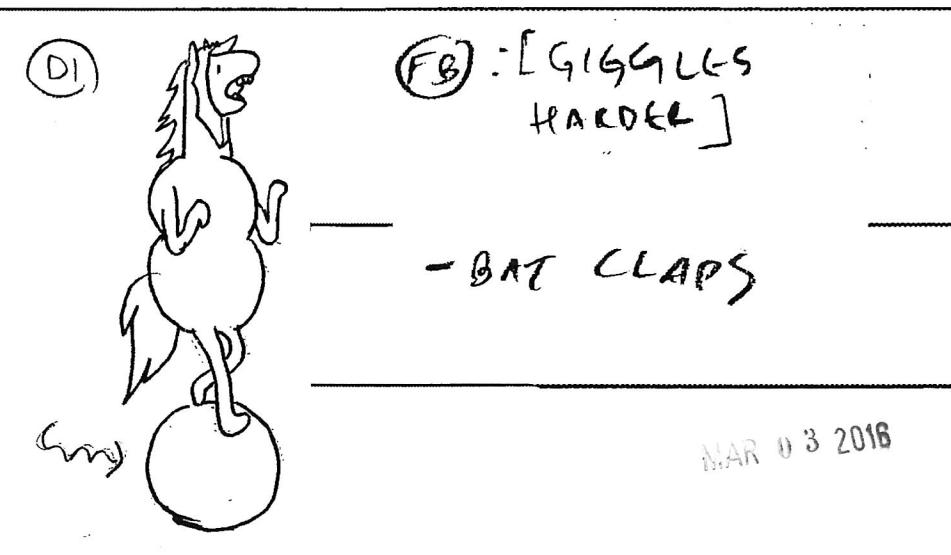
Page

173

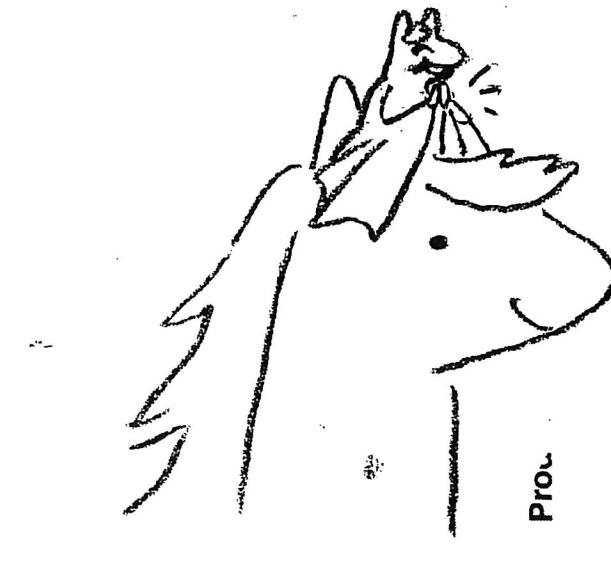
day night



Dialog:	(D3) : TGR - 10 R
Action:	
Timing:	



MAR 03 2016



EPISODE # 1042-241

Proc.

1042 247

1042 247

## ADVENTURE TIME

Sc. 107 cont Pnl. B

Bg.



day night

Sc. 107 cont Pnl. C

Bg.

Page 174  
day night

S/A



S/A

Dialog:

(FB) [LAUGHS MORE]

Action:

- FB KISSES JB  
ON THE FOREHEAD

- JB BLUSHES

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME

Sc. 107A

Pnl.

A

Bg.



day night

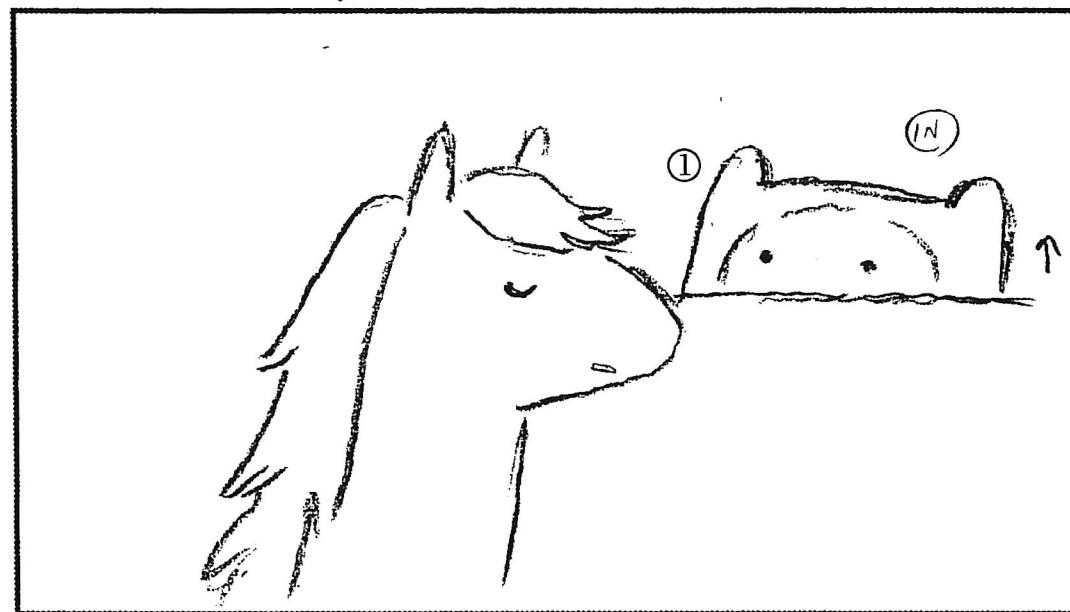
Sc. 107A ~~cont~~ Pnl. B

Bg.

Page

175

day night



1042 247

Dialog:

JB: (MUTTERING)  
JAMES - BAXTER...

JB: JAMES...  
BAXTER...

Action:

- FADE BACK TO  
REALITY  
- JAMES STILL BOBBING  
HEAD LIKE HE'S DREAMING

- F. RISES UP  
BEHIND COUCH

- F. PATS HEAD W/  
WASH CLOTH.

MAR 03 2016

Timing:



1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Sc. 107A cont Pnl. C

Bg.

day night

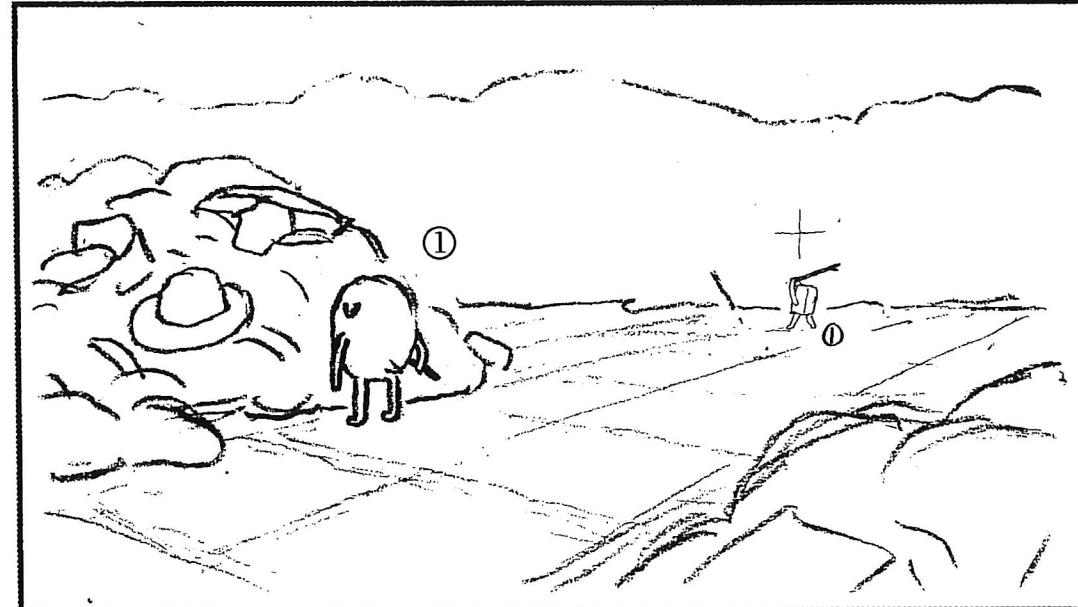
Sc. 108 Pnl. A

Bg.

day night

Page

176



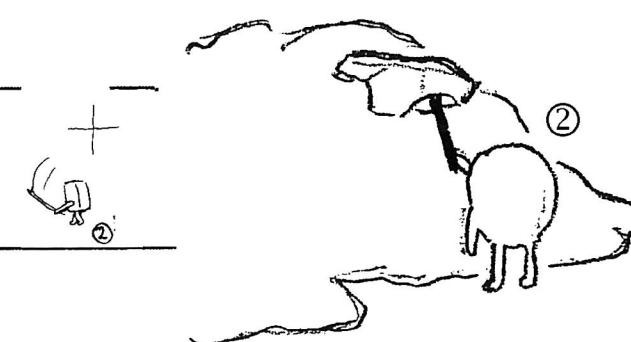
Dialog:

Action:

- F. SETTLES / HIDES.
- BMO SWATS AT PILE W/ STICK.
- J. POKES AT UNDERWEAR.

Timing:

MAR 03 2016



EPISODE # 1042-247

P1

1042 247

1042 247

1042 247

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# ADVENTURE TIME

Sc. 108 cont Pnl B

Bg.



day night

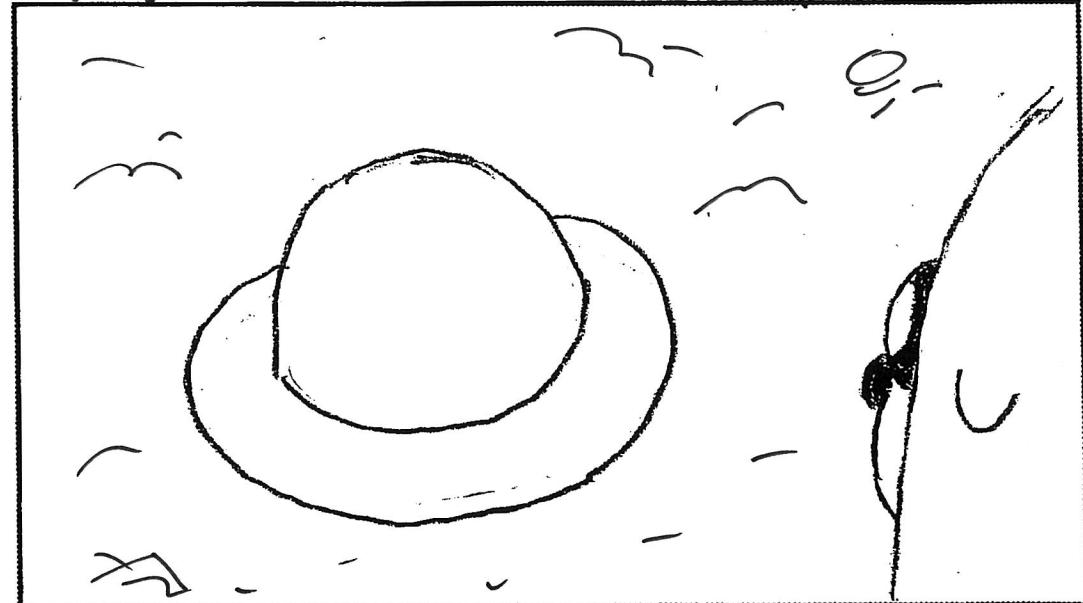
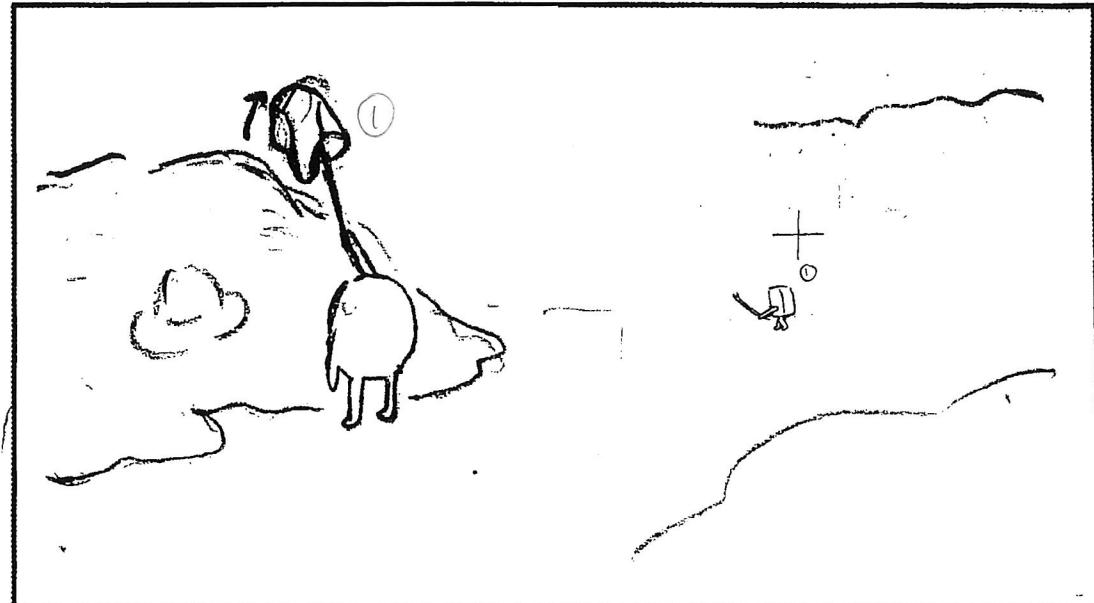
Sc. 109

Pnl. A

Bg.

Page 117

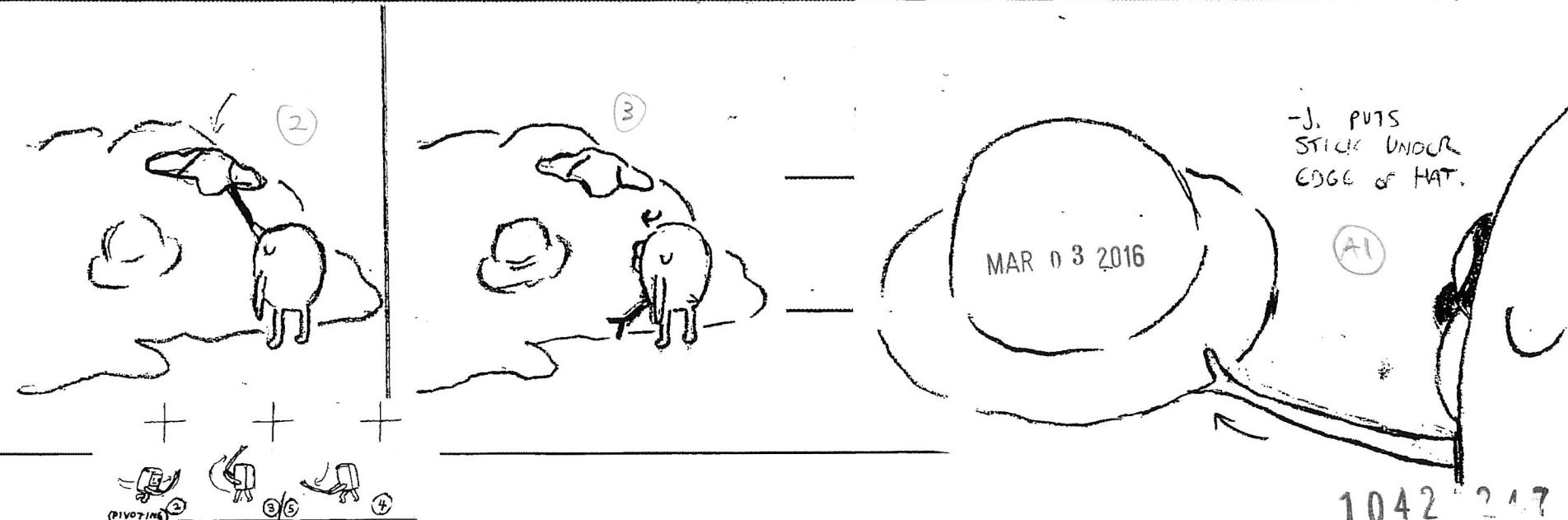
day night



Dialog:

Action: - J. LIFTS  
UNDERWEAR AND  
PUTS IT BACK.

Timing:



EPISODE # 1042-241

1042 247

# ADVENTURE TIME

Sc. 109 cont. Pnl. B

Bg.



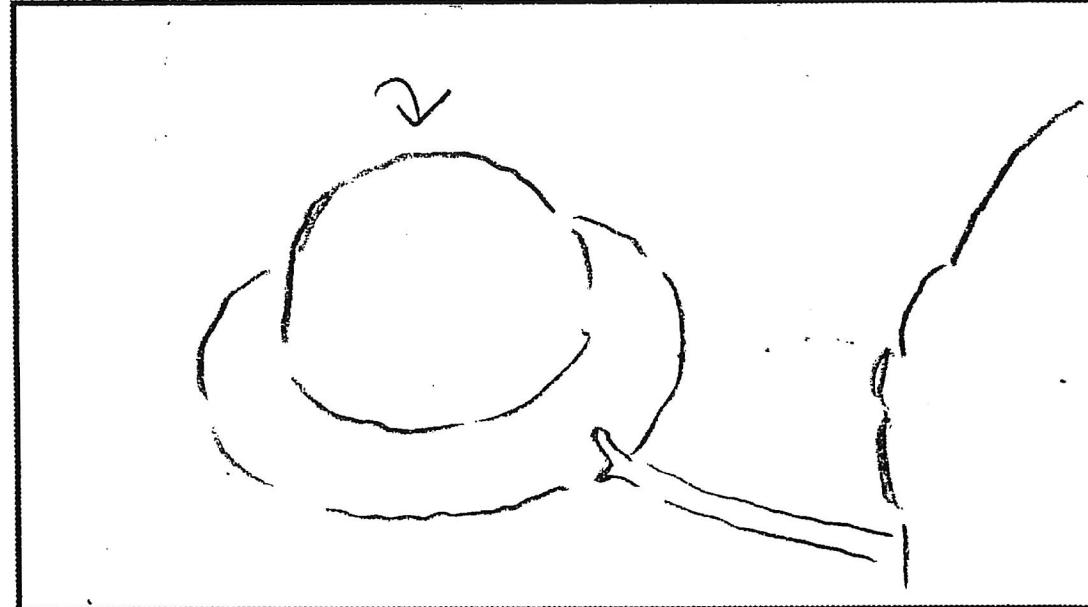
day night

Sc. 109 cont. Pnl. C

Bg.

Page 178

day night



**Dialog:**

—BEAT—

**Action:**

- J. LIFTS HAT TO REVEAL TINY HAT.

- J. REPLACES HAT.

MAR 03 2016

**Timing:**

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Page 179

Sc. 110

Pnl. A

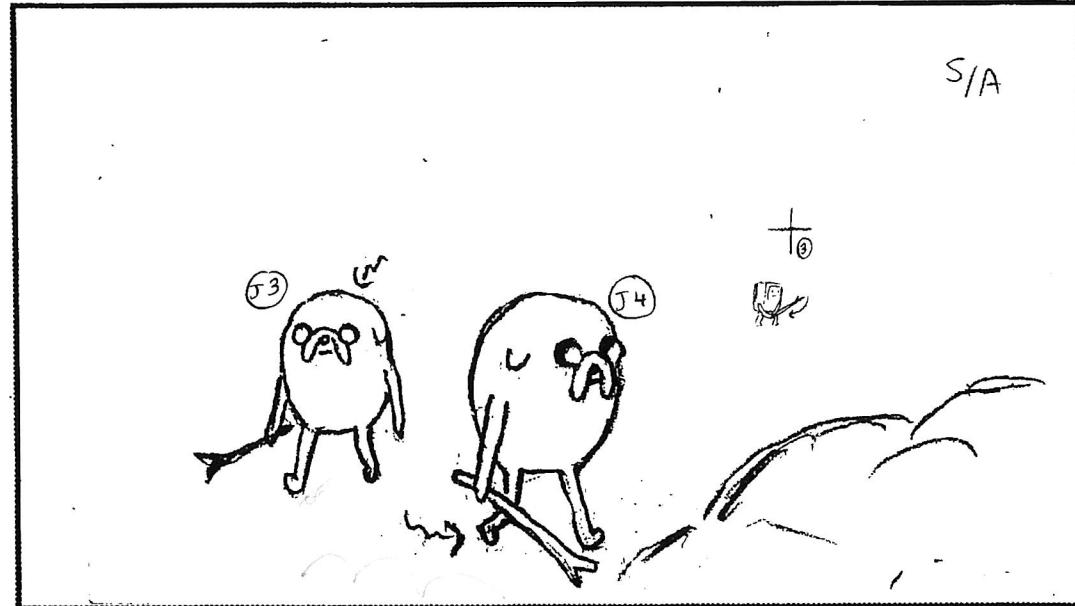
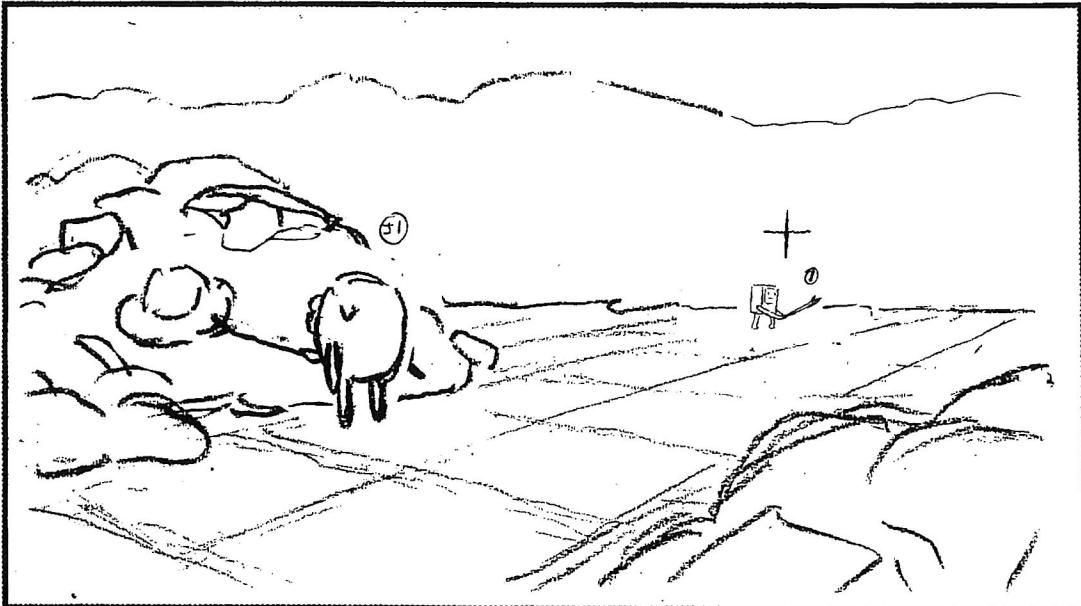
Bg.

day night

Sc. 110 cont Pnl. B

Bg.

day night



Dialog:

Bmo: Beach ball! Beach ball!

J: WHOA!

Action: - BMO WAVING STICK

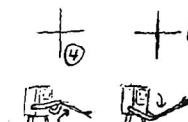


- BMO WAVING STICK  
- J WALKS OVER TO PILE IN FOREGROUND  
- BMO TURNS

MAR 03 2016



Timing:



1042 247

EPISODE # 1042-247

1042 247

## ADVENTURE TIME

Sc. 110 cont Pnl. C

Bg.



day night

Sc. 111

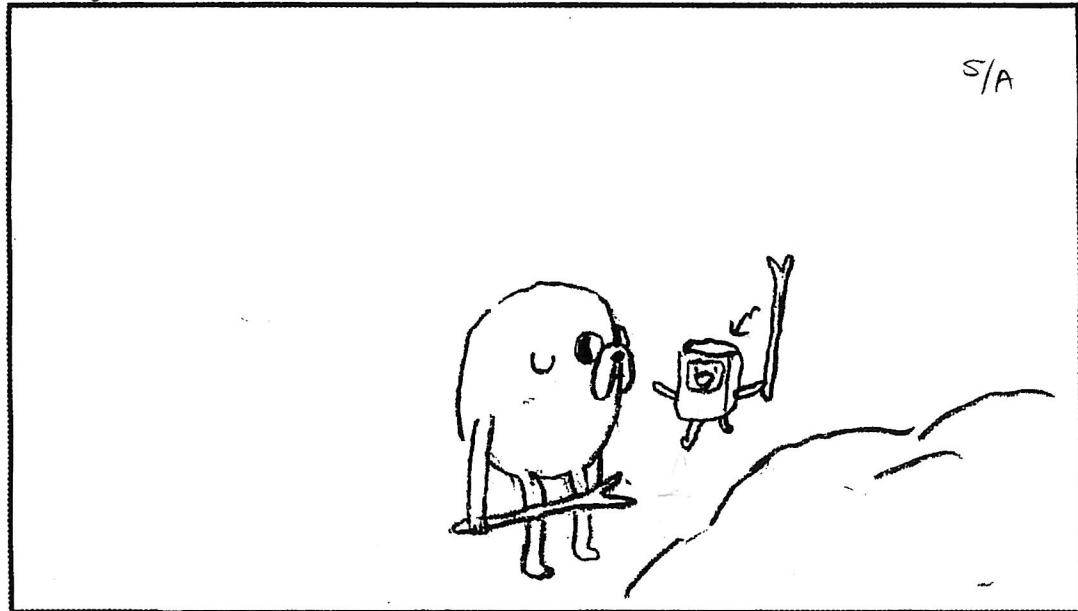
Pnl. A

Bg.

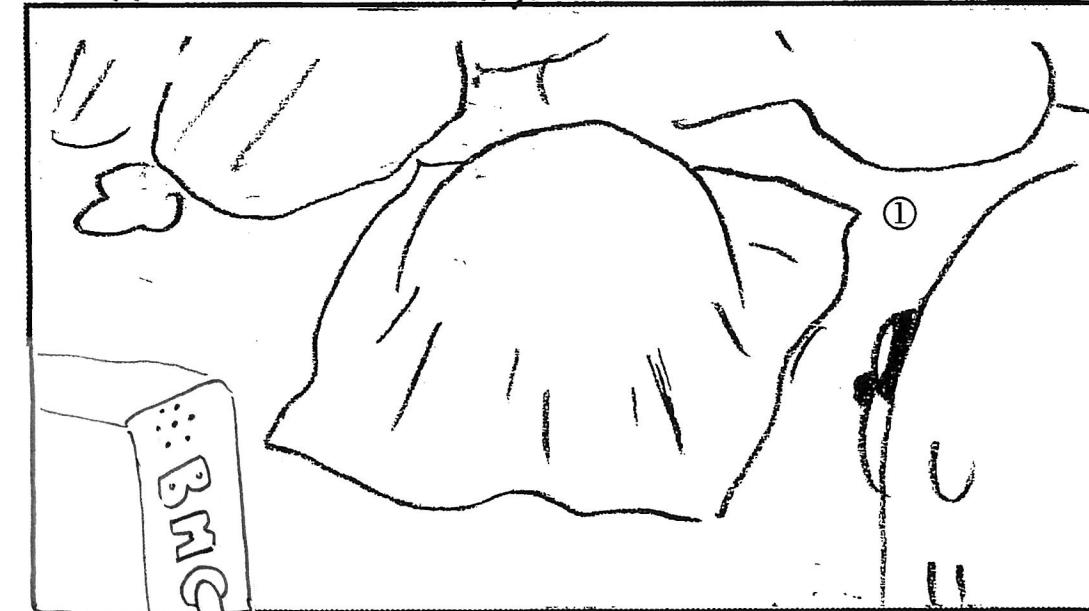
day night

Page

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S/A



1042-247

EPISODE #

1042 247

Dialog:

(BMO): WHAT IS IT--

(BMO): (GASP)

(J): BEACH BAA...

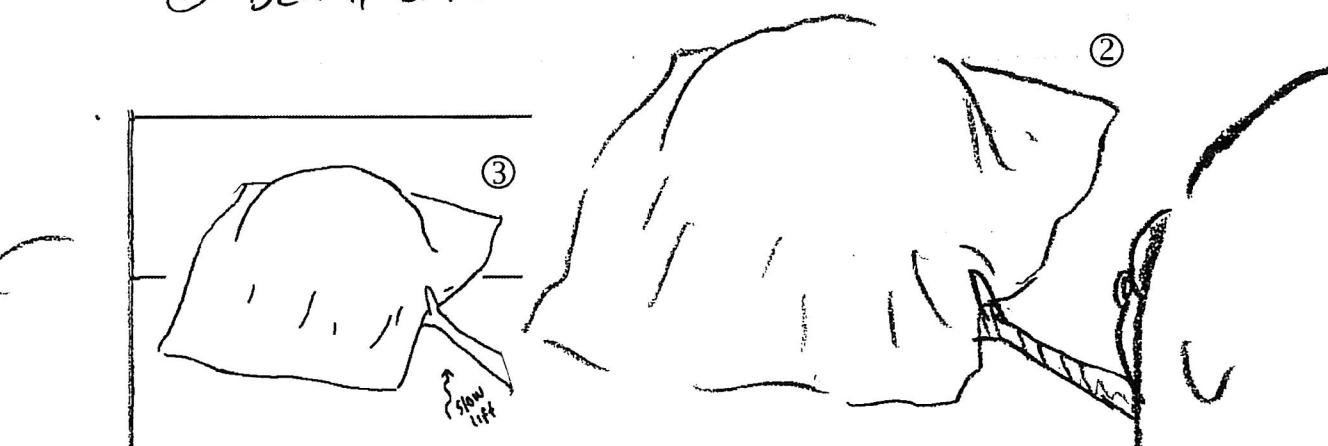
MAR 03 2016



Action:

-BMO RUNS UP  
TO JAKE

Timing:



flow lift

1042 247

1042 247

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# ADVENTURE TIME

Sc. III cont Pnl. B

Bg.



day night

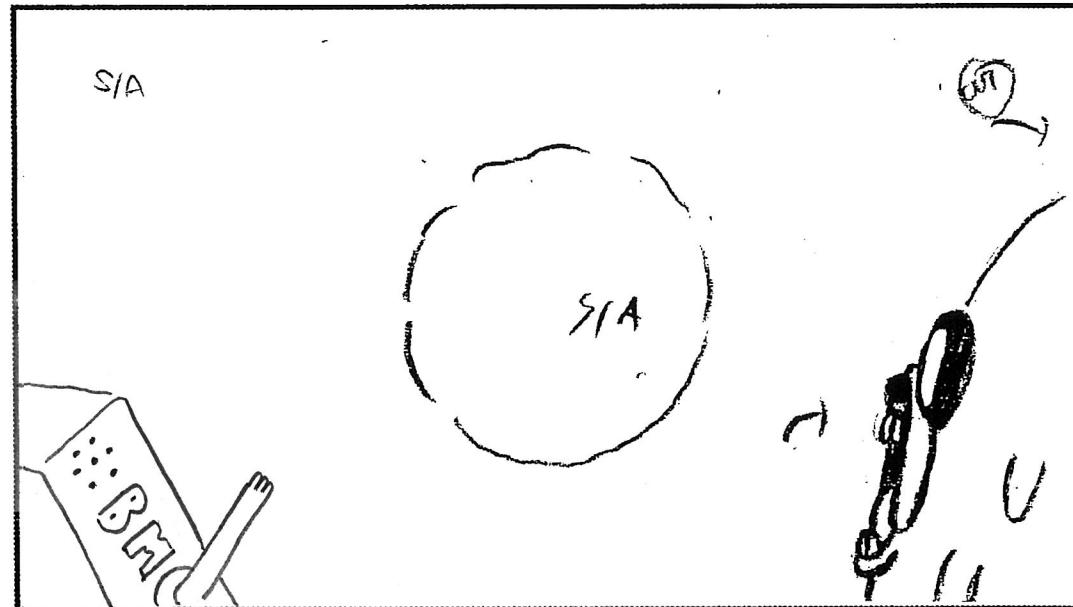
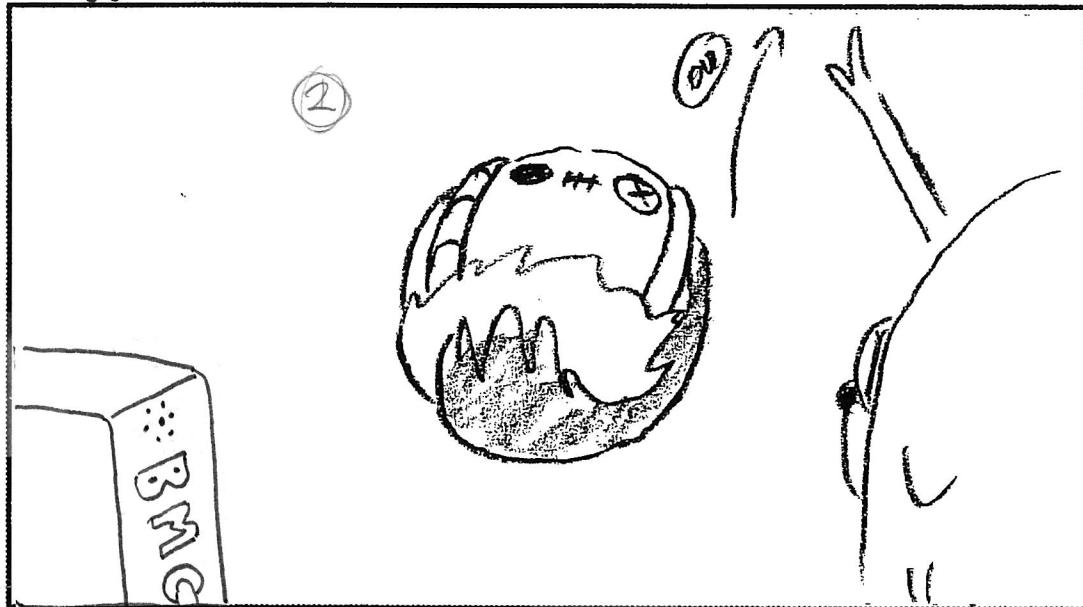
Sc. III cont Pnl. C

Bg.

day night

Page

181



Dialog:

J ALL —

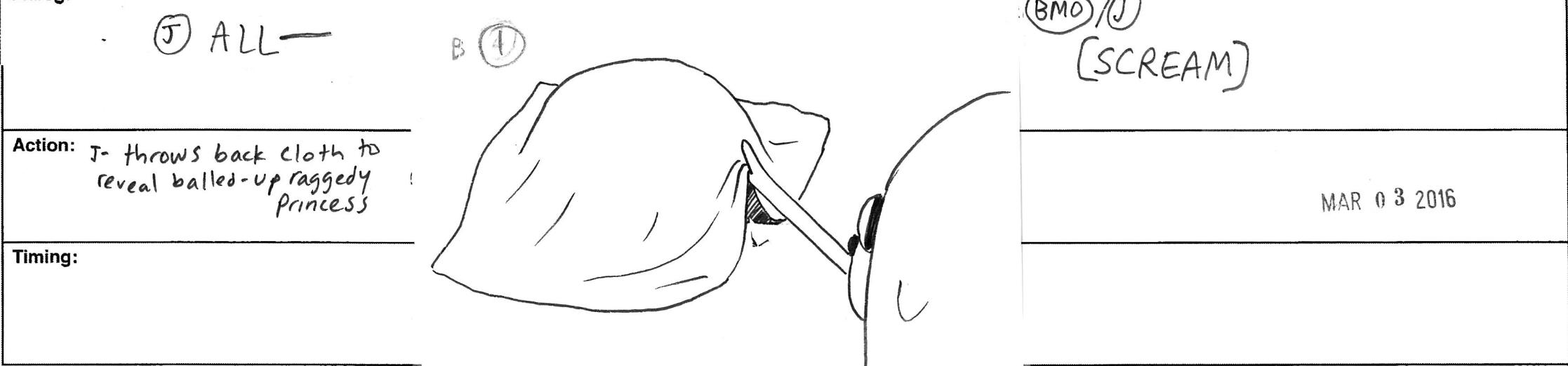
B ④

(BMO) / (J)  
[SCREAM]

Action: J- throws back cloth to reveal balled-up raggedy Princess

Timing:

MAR 03 2016



Production:

EPISODE # 1042-241

1042 247

1042 247

# ADVENTURE TIME

Sc. 11 cont Pnl. D

Bg.



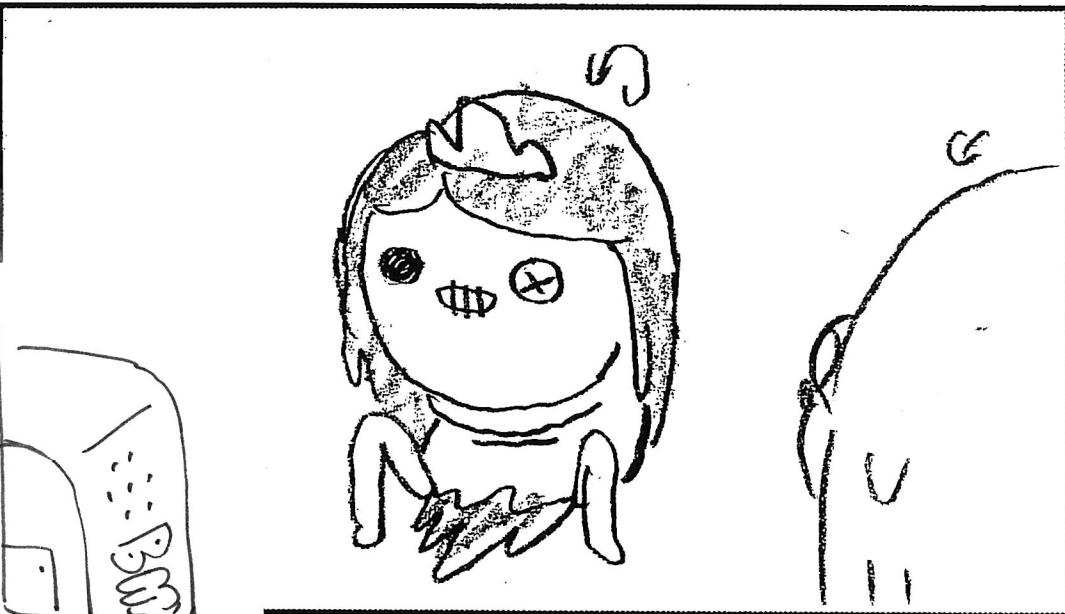
day night

Sc. 11 cont Pnl. E

Bg.

Page

182



Dialog:

(RP): OH HEY YOU GUYS. HOW'S IT ... (TRAILS OFF)

(RP): I WAS JUST WORKIN ON SOME NEW POEMS...

Action:

-RP UNFOLDS

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

# ADVENTURE TIME



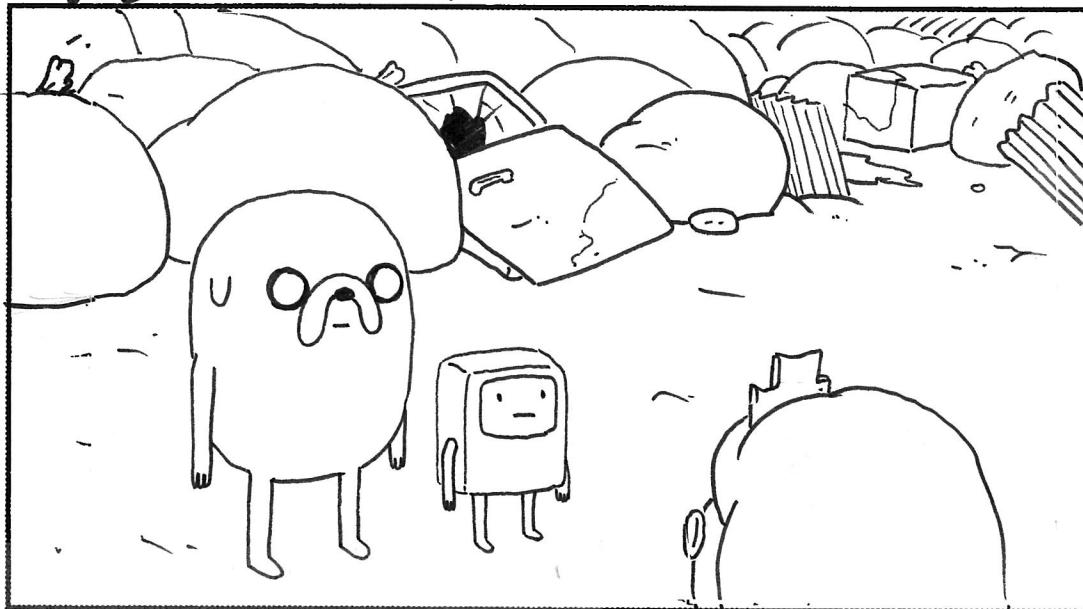
Page 183

Sc. 112

Pnl. A

Bg.

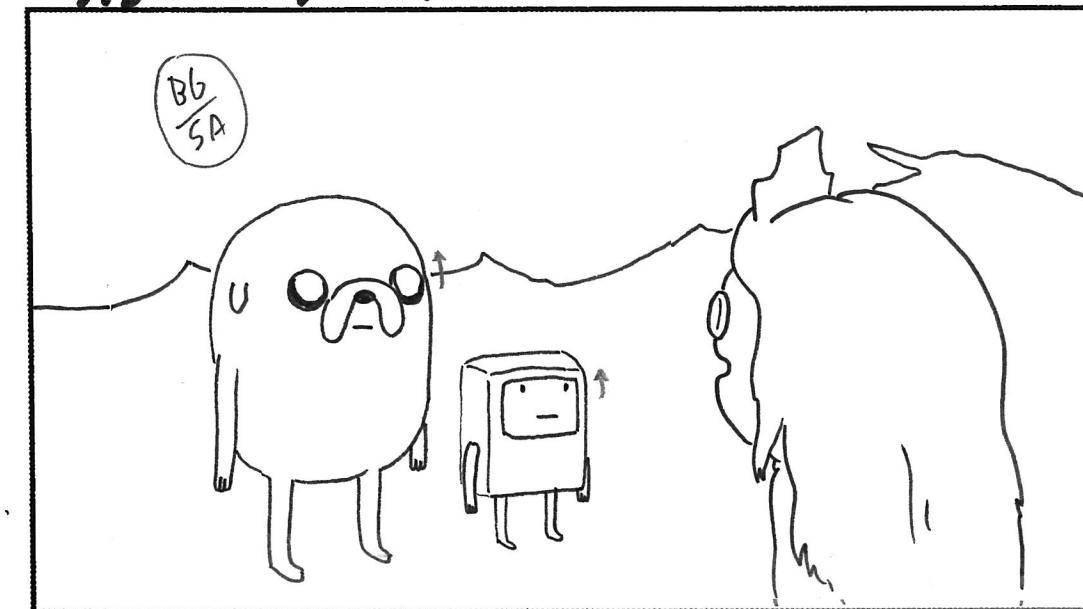
day night



Sc. 112 cont Pnl B

Bg.

day night



Dialog:

(RP): THEY'RE A  
LITTLE RUGGED,  
BUT

Action:

(J) & (B) eyes track (RP) as she stands up

MAR 03 2015

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

# ADVENTURE TIME

Sc. 112 *cont* Pnl. C

Bg.



day night

Sc. 113

Pnl.

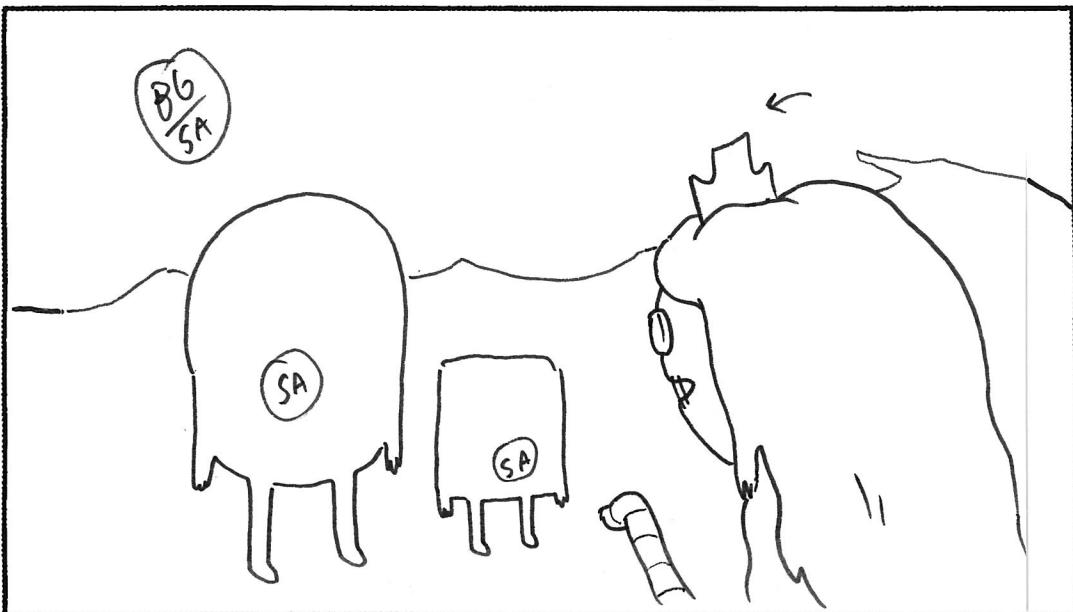
A

Bg.

Page

184

day night

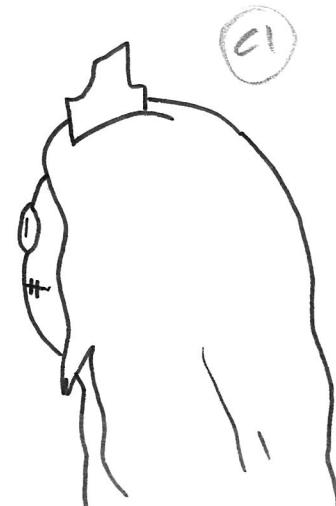


Dialog:

(RP) ; AS LONG AS  
YOU'RE HERE JUST  
POKIN' AROUND...

Action:

Timing:



(RP): [CLEAR THROAT]

MAK 03 2016



1042 247

Production:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



Page 185

Sc. 113 cont Pnl. B

Bg.

day night

Sc. 113 cont Pnl. C

Bg.

day night



Dialog:

(RP): LIKE A MONARCH  
WITH HER OPEN  
WINGS

(RP): HELD IN PLACE  
WITH TINY PINS

Action:

AR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



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Sc. 113 cont Pnl. D

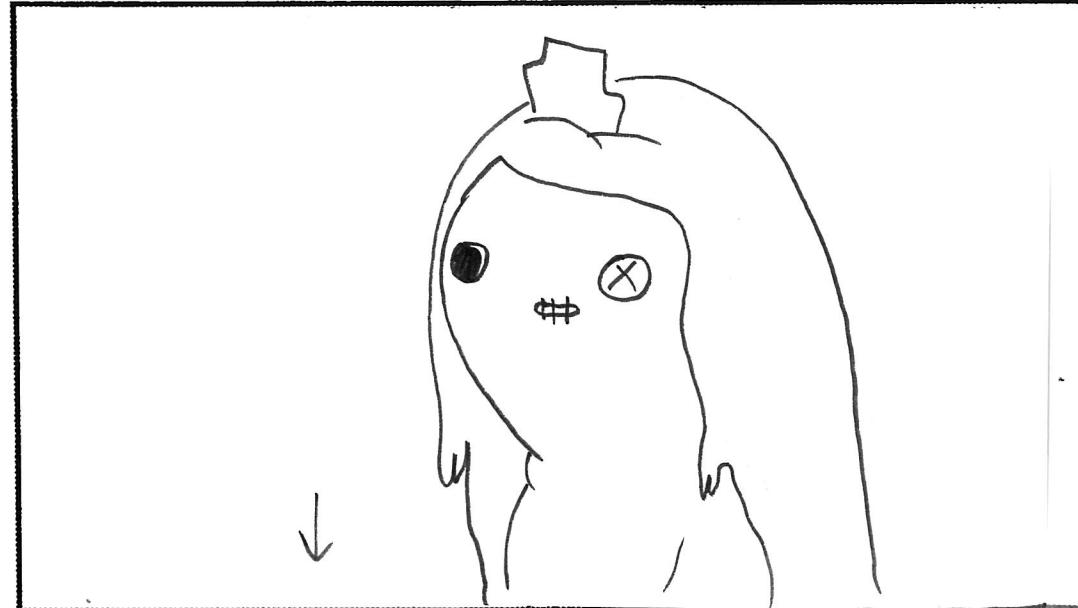
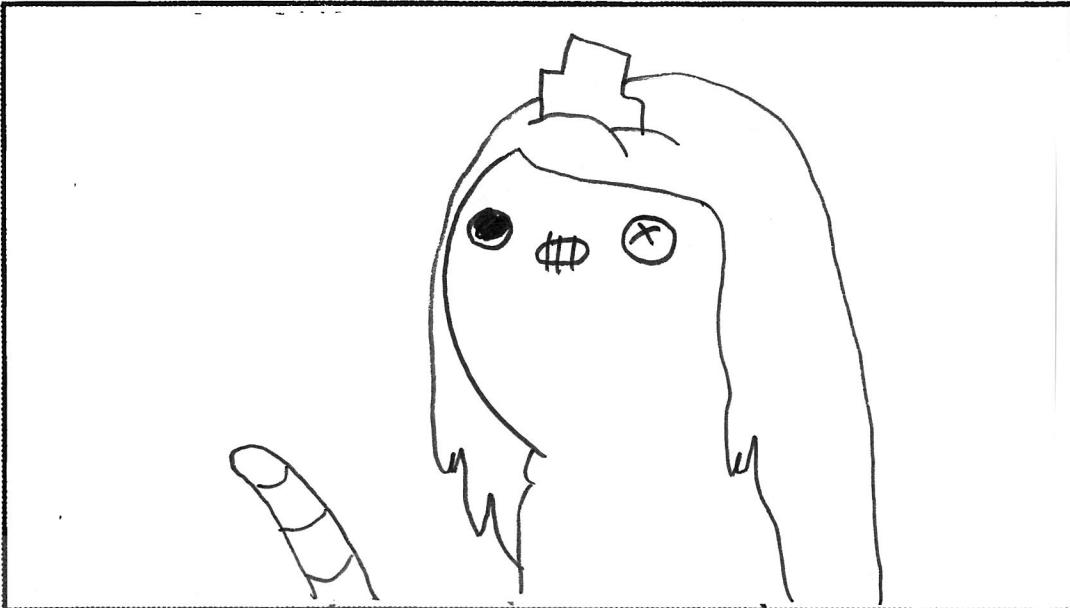
Bg.

day night

Sc. 113 cont Pnl. D

Bg.

day night



Dialog:

(RP) : HER LIFELESS-  
(BMO) : (OFF) (STARTS CRYING)

(RP) (STOPS READING) UH ...

Action:

MAR 03 2016

Timing:

Production:

1042 247

1042 247

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# ADVENTURE TIME

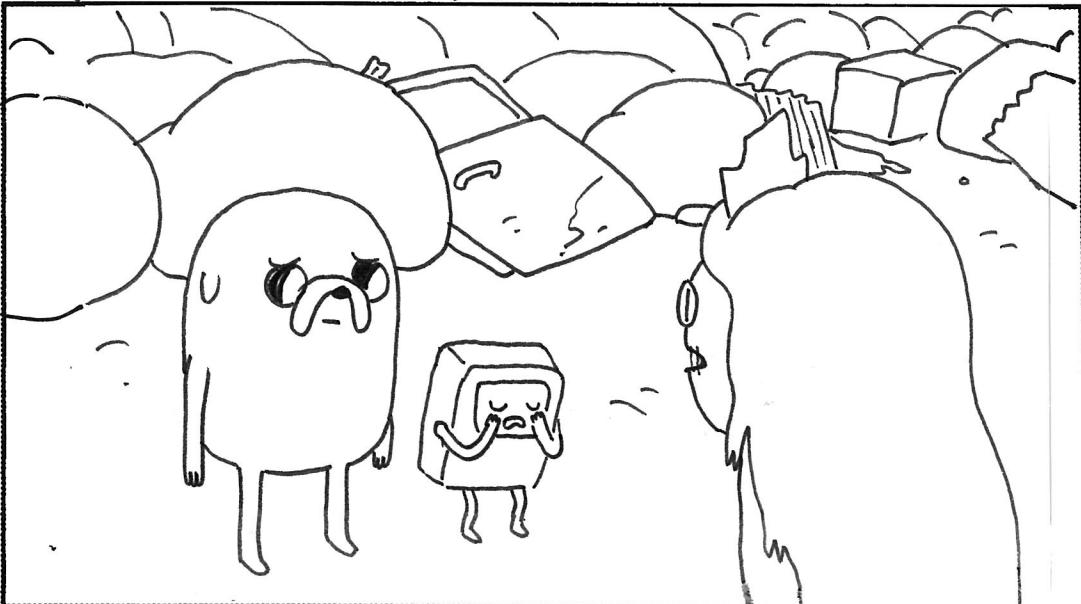


Sc. 114

Pnl. A

Bg.

day night



Sc. 115

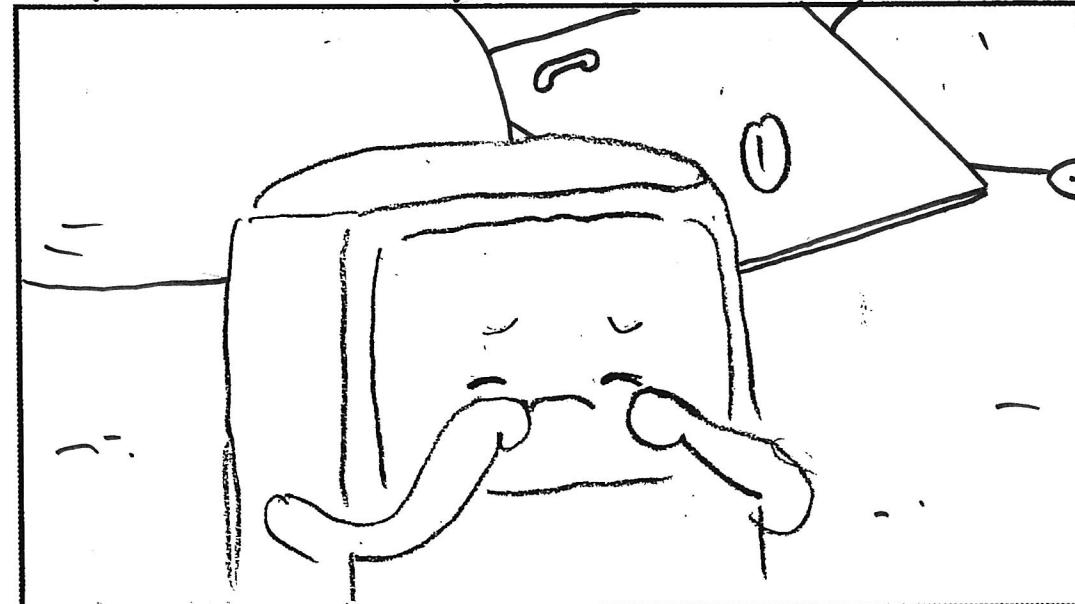
Pnl. A

Bg.

day night

Page

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Dialog:

(BMO): (CRYING)

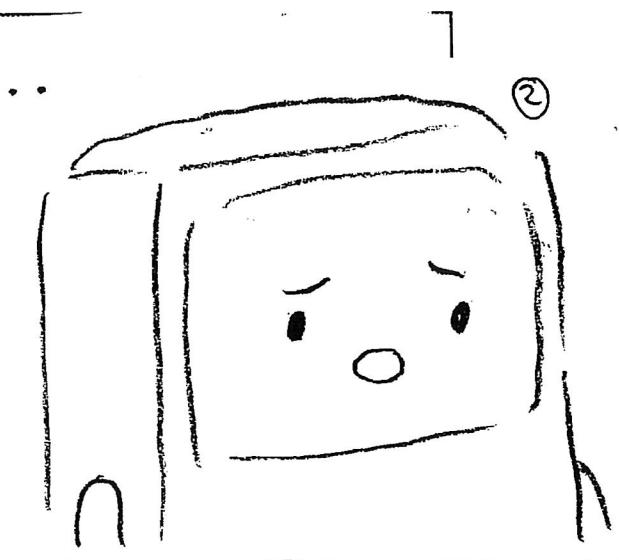
(RP): IS IT THAT  
BAD?

Action:

Timing:

(BMO): NO, IT'S JUST...

MAR 03 2016



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EPISODE # 1042-247

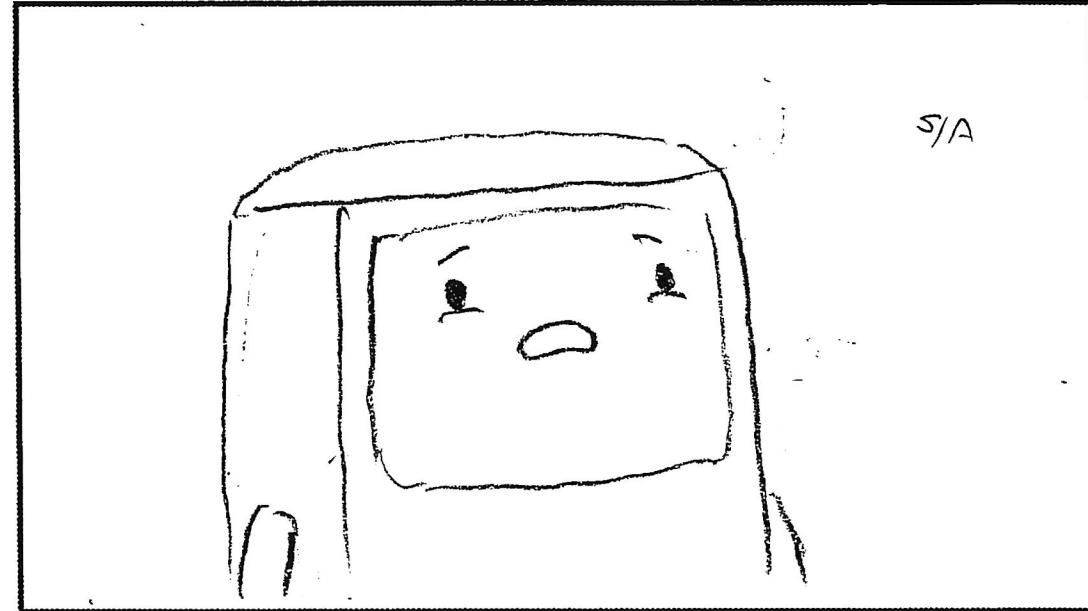
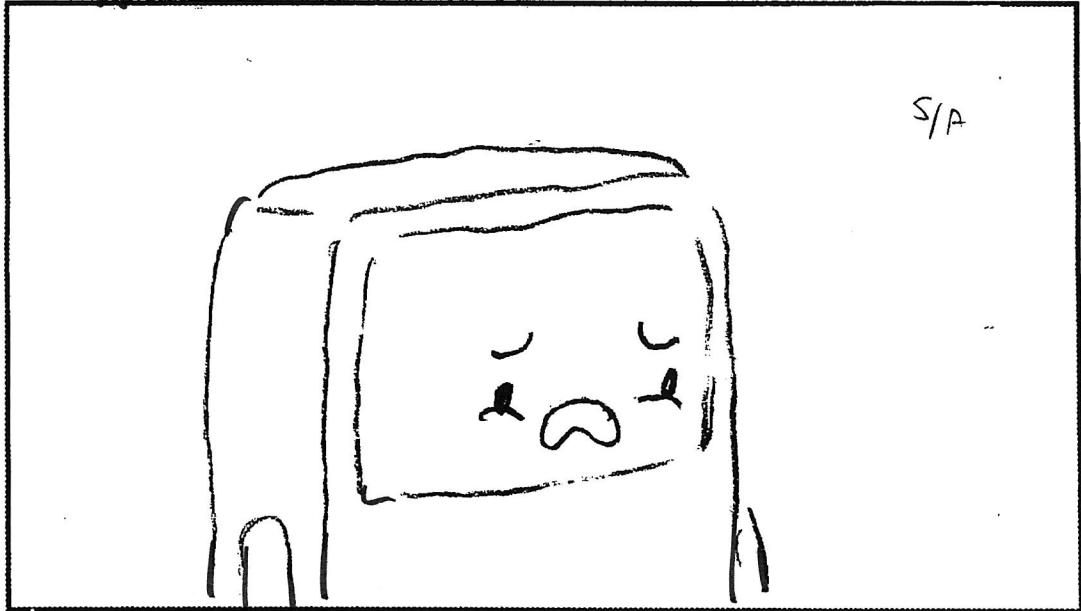
1042 247

# ADVENTURE TIME



Page 188

Sc. 115 cont Pnl. B Bg. day night Sc. 115 cont Pnl. C Bg. day night



Dialog:

(BMO): REALLY SAD!

(BMO): YOU REMIND  
ME OF JAMES  
BAXTER... BECAUSE  
YOU ARE LIKE HIS  
OPPOSITE.

Action:

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Timing:

Production:

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# ADVENTURE TIME

Sc. 115 cont Pnl. D

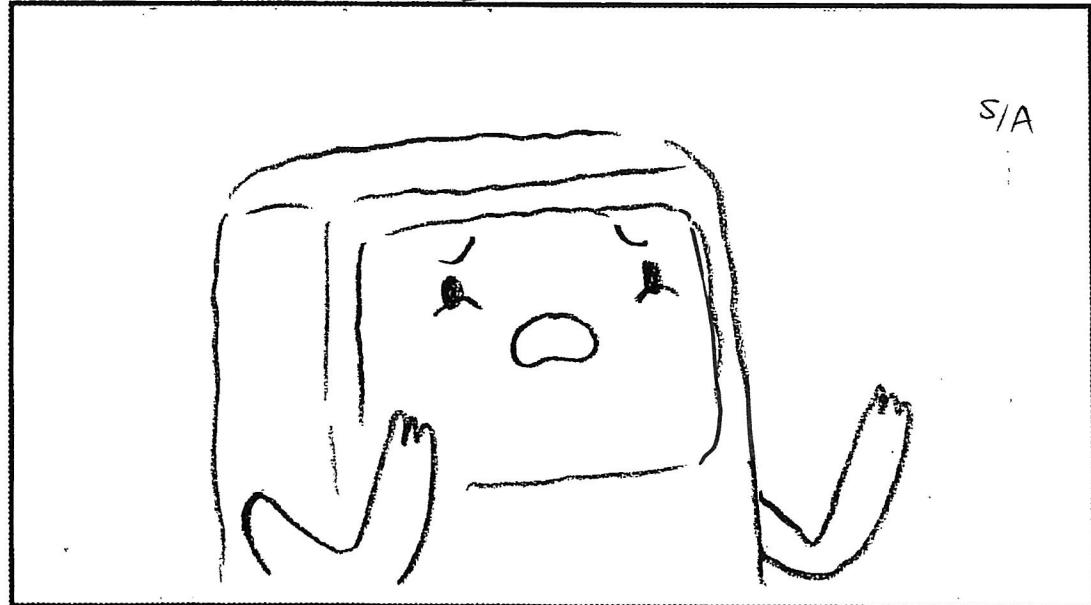
Bg.



day night

Page

189

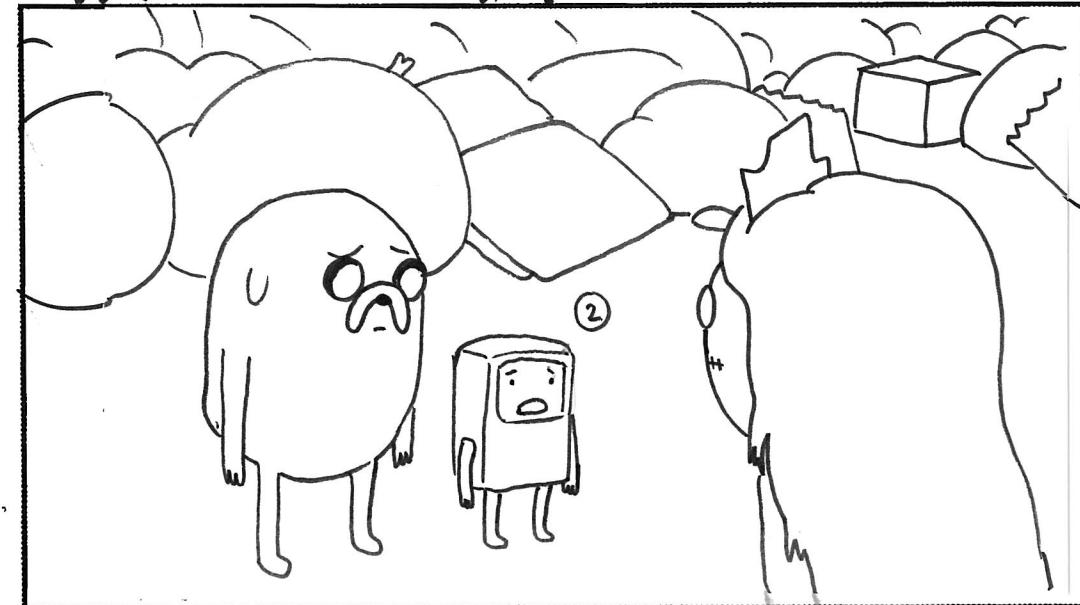


Sc. 116

Pnl. A

Bg.

day night



Dialog:

(BMO): YOU ARE  
THE ANTI-  
JAMES BAXTER!

Action:

Timing:

(BMO): AND SINCE  
HE LOST HIS  
ARTIST'S TOOL,  
HE CANNOT WORK!



MAR 03 2016

Production:

EPISODE # 1042-247

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1042 247

# ADVENTURE TIME

Sc. 116 cont Pnl. B

Bg.



day night

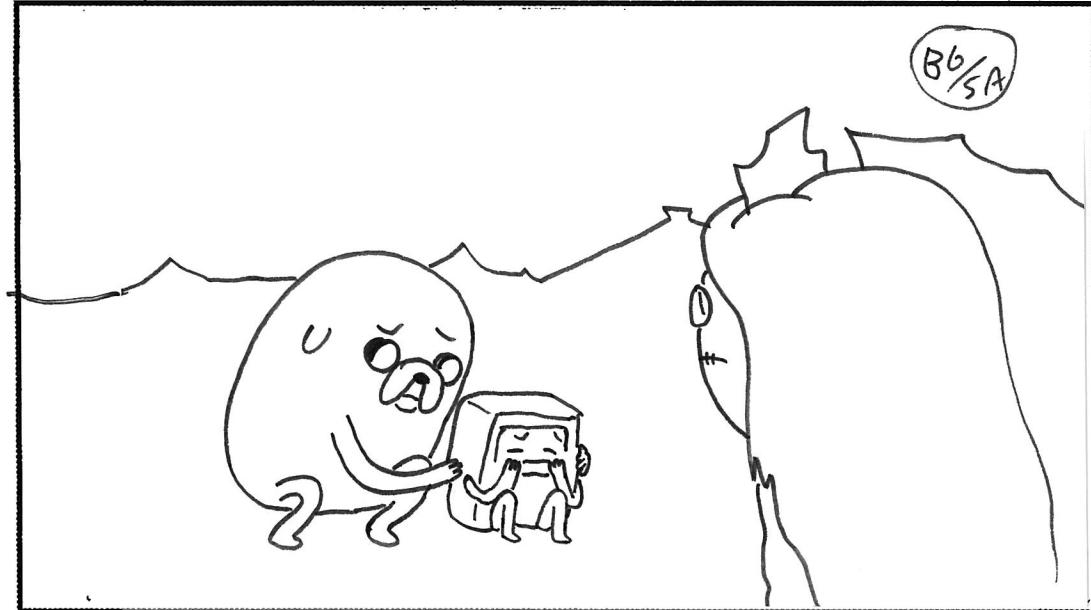
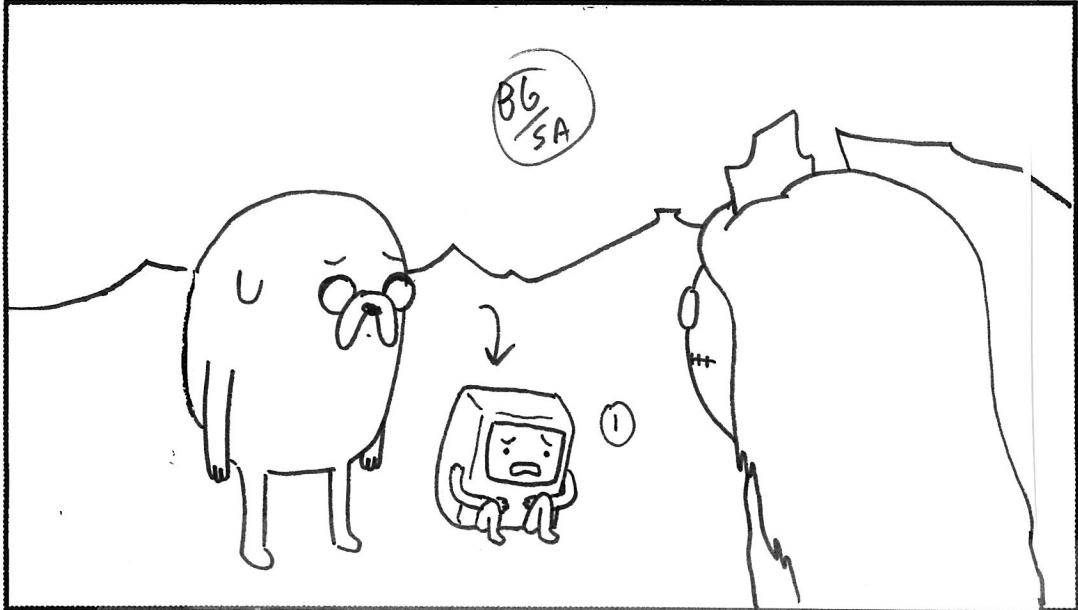
Sc. 116 cont Pnl. C

Bg.

Page

190

day night



Dialog:

(BMO): AND HE WILL  
NEVER MAKE  
ANYONE HAPPY  
AGAIN  
(START CRYING) ②

Action:

Timing:

(J): THERE THREE,  
BMO.

MAR 03 2016



EPISODE # 1042-247

Production:

1042 247

# ADVENTURE TIME



Sc. 117

Pnl. A

Bg.

day night

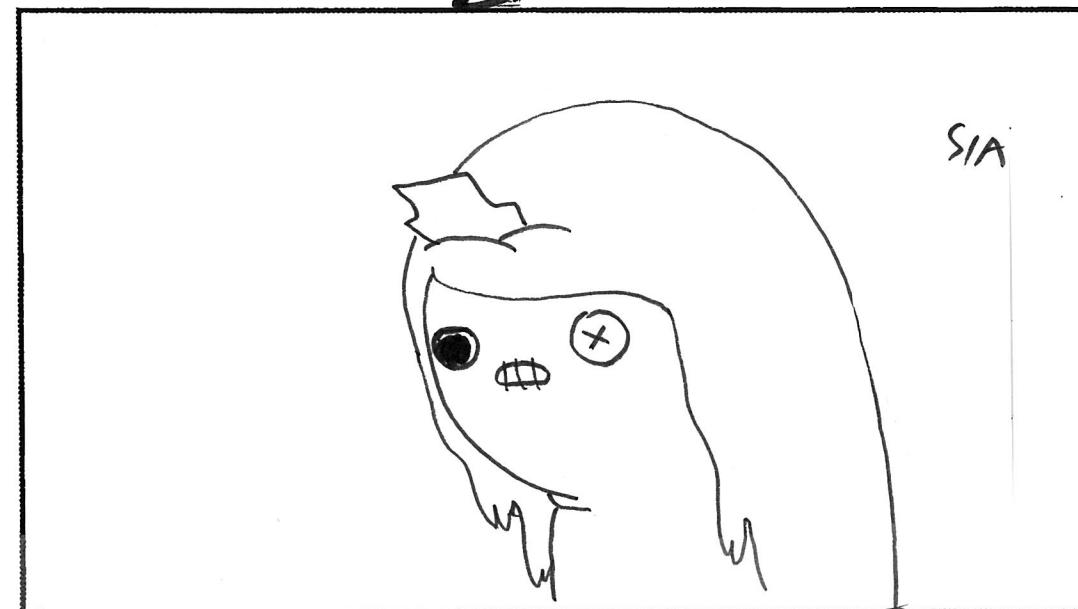
Sc. 117 cont Pnl. B

Bg.

Page

191

day night



Dialog:

(RP)

A FELLOW  
ARTIST - IN CRISIS?

(RP)

I'VE BEEN A CREATIVE  
BLOCK-HEAD.

(BI)

Action:

MAR 03 2016

Timing:



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EPISODE # 1042-241

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# ADVENTURE TIME

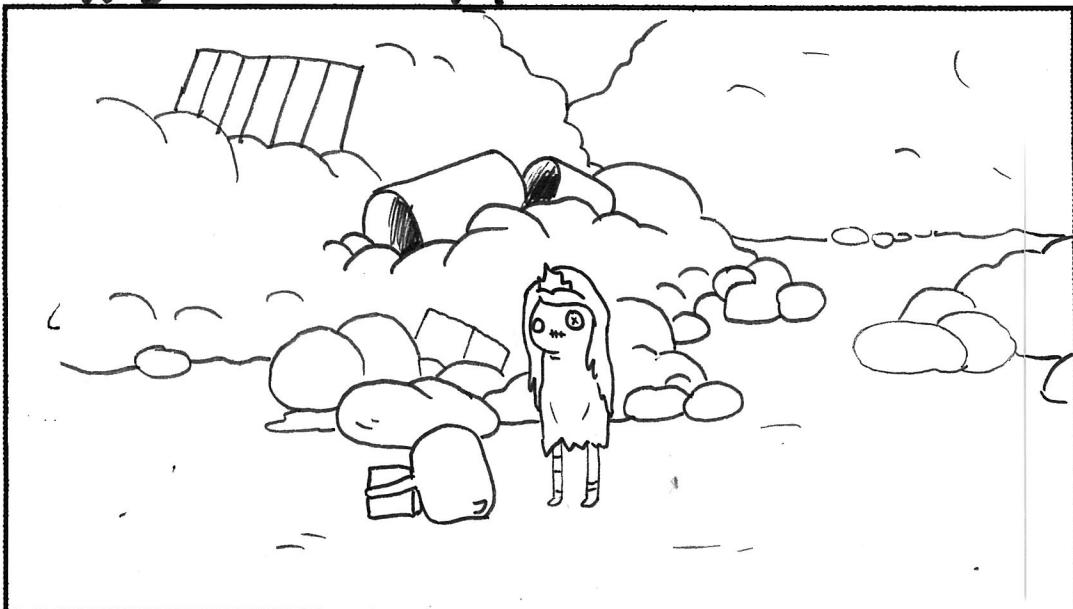


Sc. 118

Pnl. A

Bg.

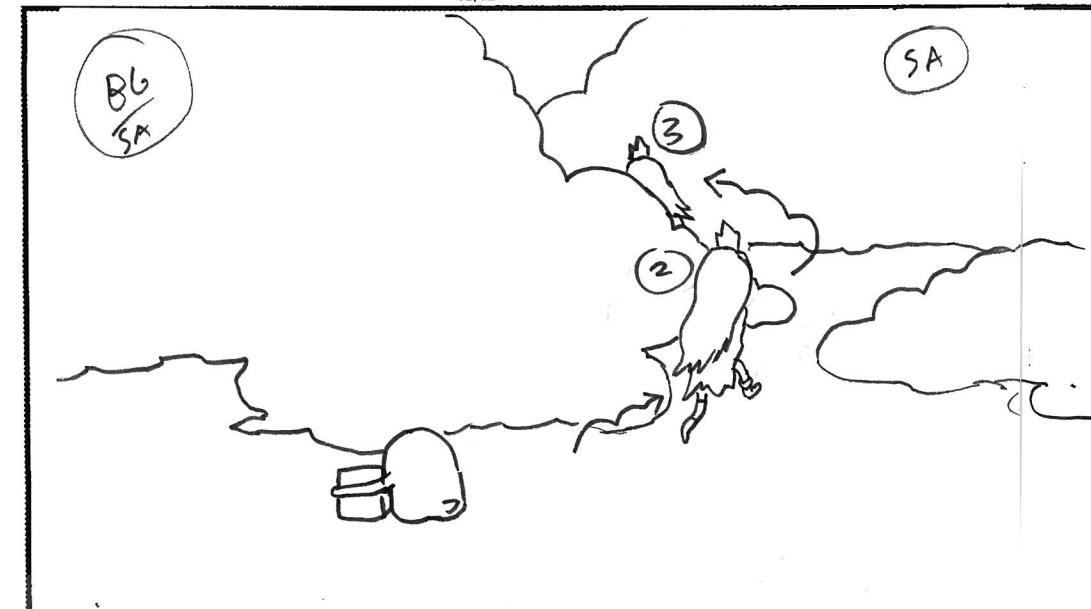
day night



Sc. 118 cont Pnl. B

Bg.

Page 192  
day night  
NO PG 193



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Dialog:

Action:



- RP RUNS AROUND CORNER AND OFF/S.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

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# ADVENTURE TIME



Page 194

Sc. 119

Pnl. A

Bg.

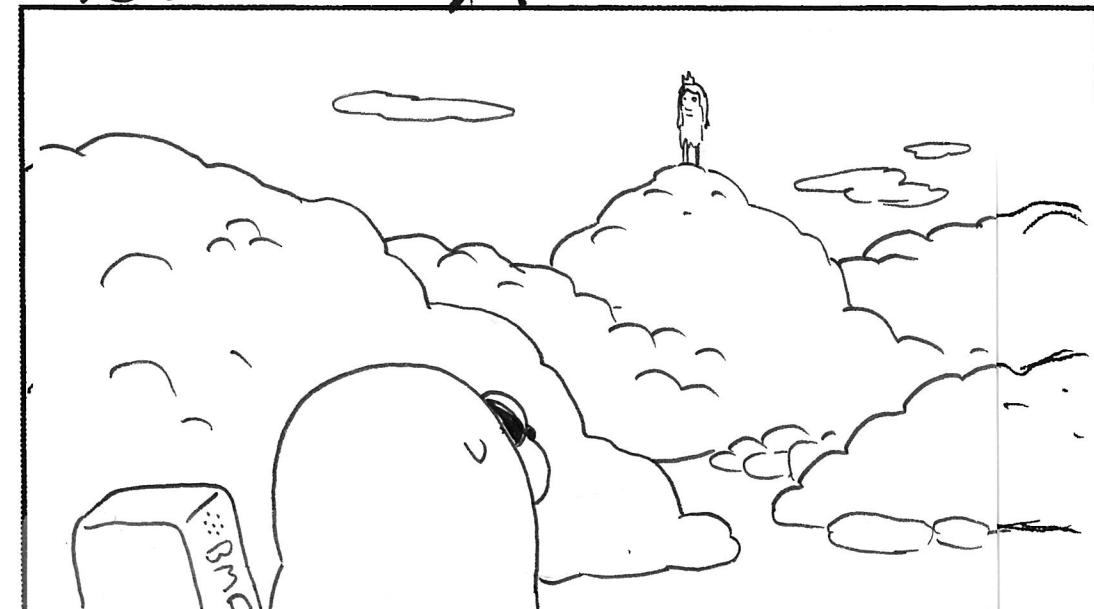
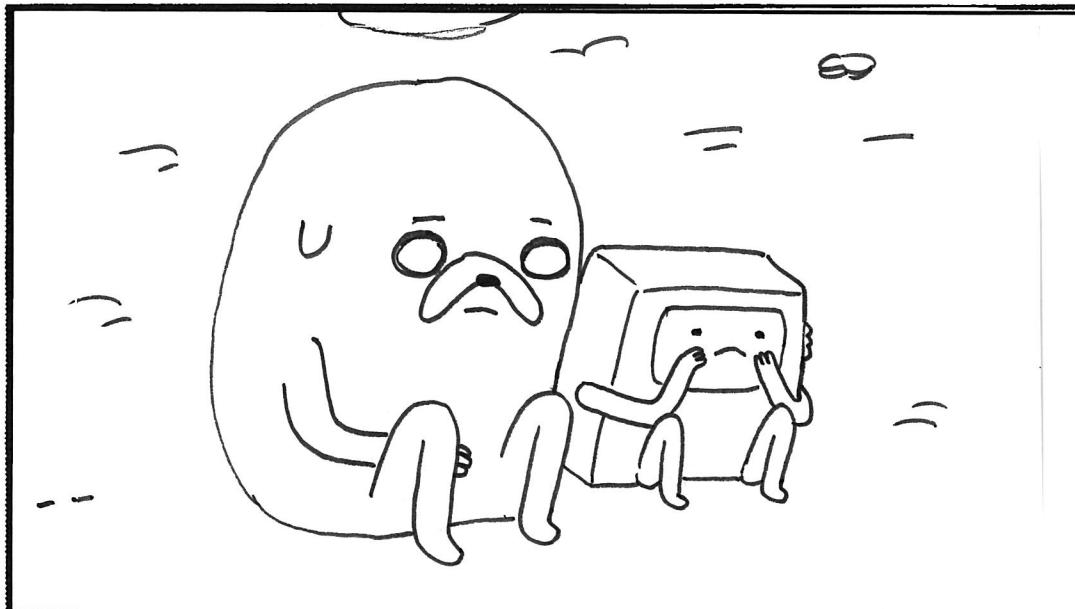
day night

Sc. 120

Pnl. A

Bg.

day night



Dialog:  
 RP : JAKE! BMO!  
 (01S)

RP: BAUS!

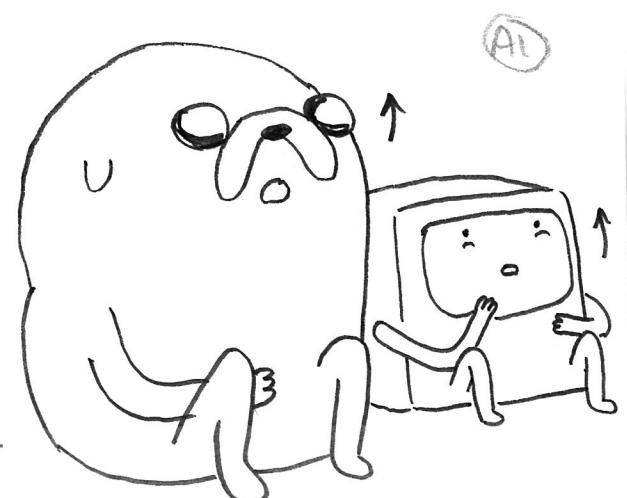
Action:

- J, BMO LOOK UP.

- RP IS STANDING ATOP A TRASH PILE.

MAR 03 2016

Timing:



Production:

EPISODE # 1042 247

1042 247

# ADVENTURE TIME

Sc. 121

Pnl. A

Bg.



day night



Sc. 121 cont Pnl. B

Bg.

day night



Dialog:

(RP) DAAAAALLS!



Action:

Timing:

Production:

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EPISODE # 1042-247

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# ADVENTURE TIME

Sc. 121 cont Pnl. C

Bg.



day night

Sc. 122

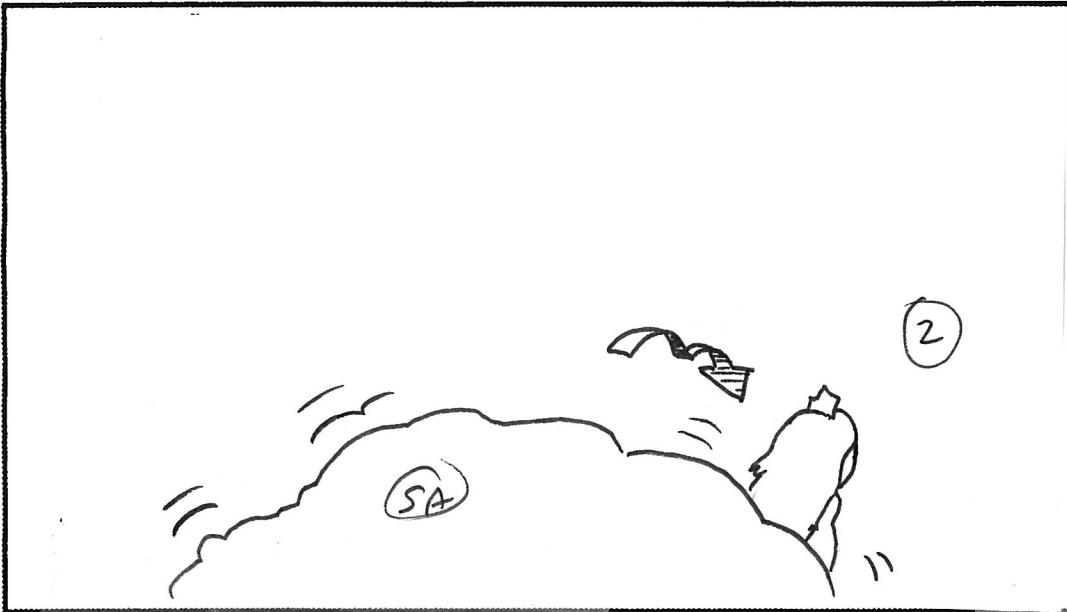
Pnl. A

Bg.

Page

196

day night



Dialog:

SPX:  
\* RUMBLING \*

Action:



①,②  
RP RUNS down the back of garbage heap os. garbage heap  
shaking

MAR 03 2016

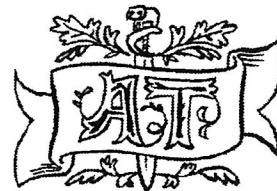
Timing:

Production:

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# ADVENTURE TIME



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Sc.

122 cont.

Pnl. B

Bg.

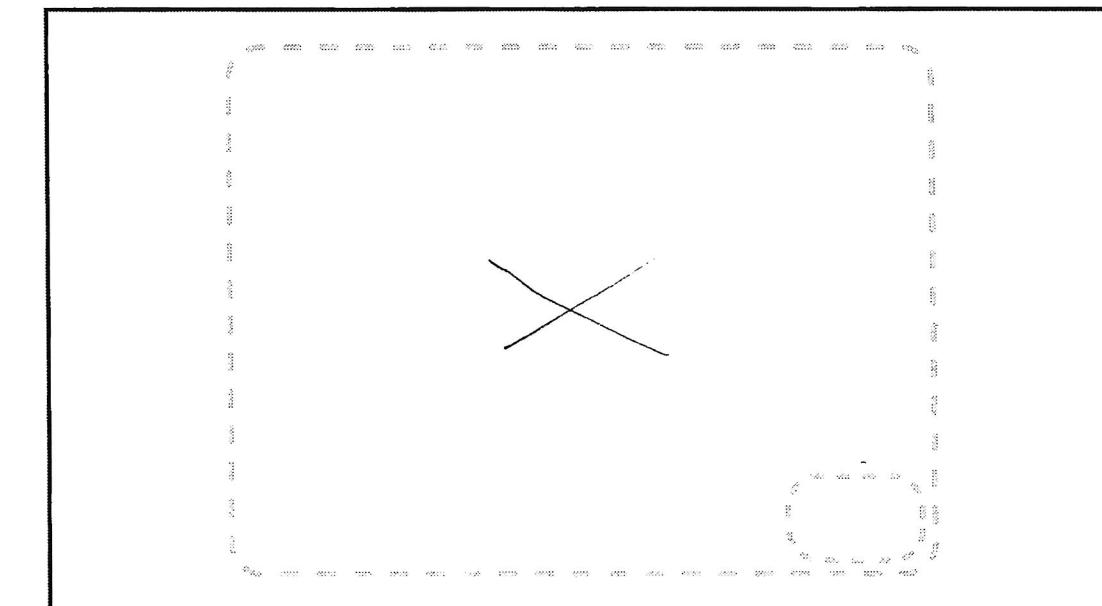
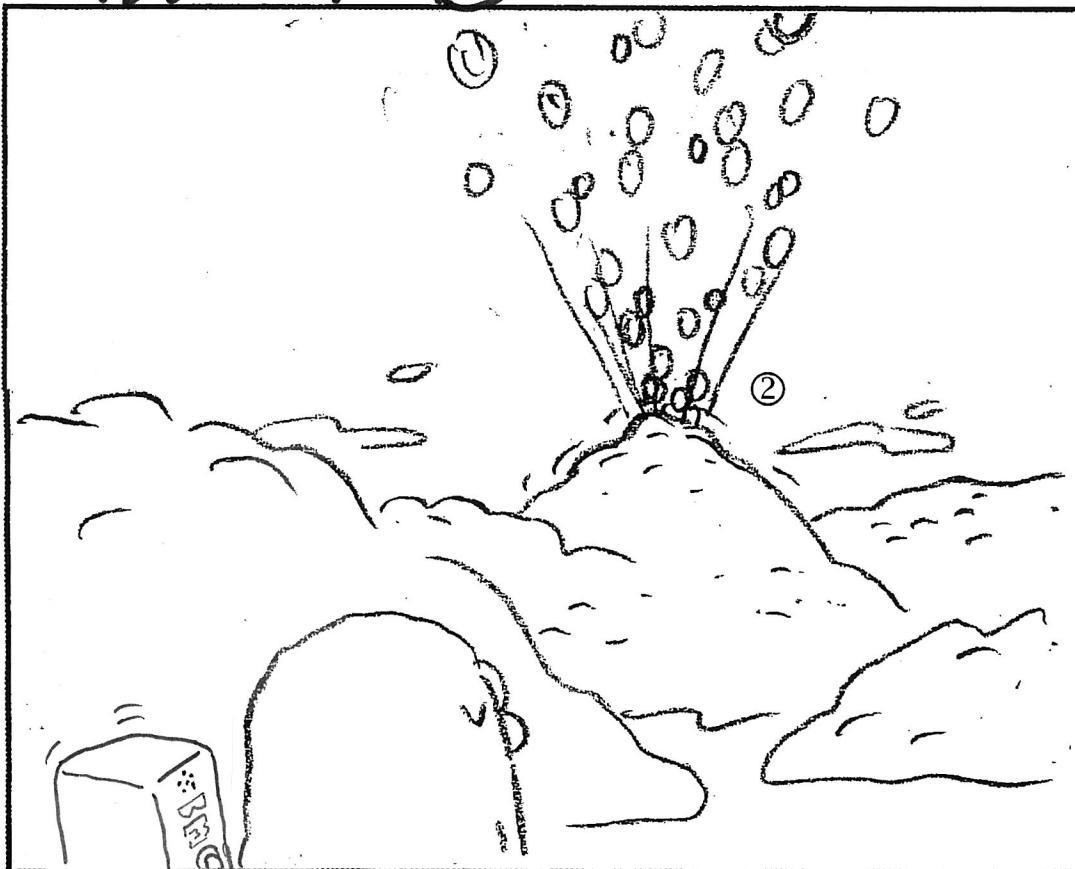
day night

Sc.

Pnl.

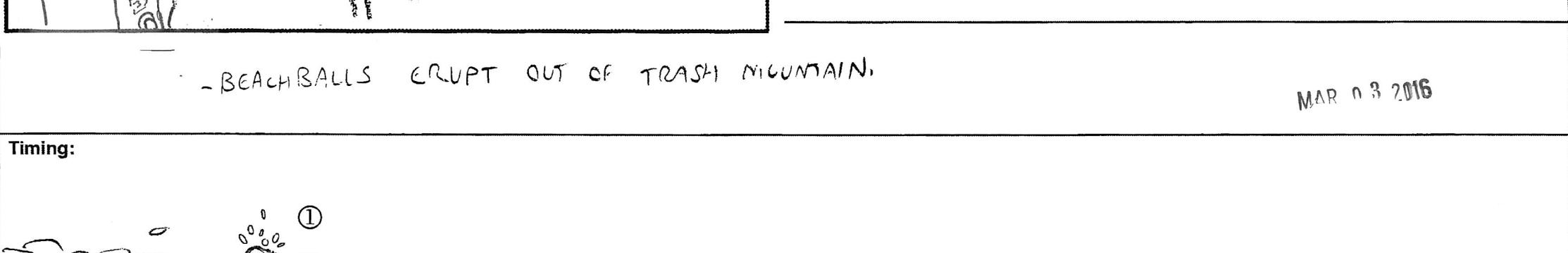
Bg.

day night



SFX: \*POOM!\*

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Timing:

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Production:

# ADVENTURE TIME



Page 198

Sc.

Pnl.

Bg.

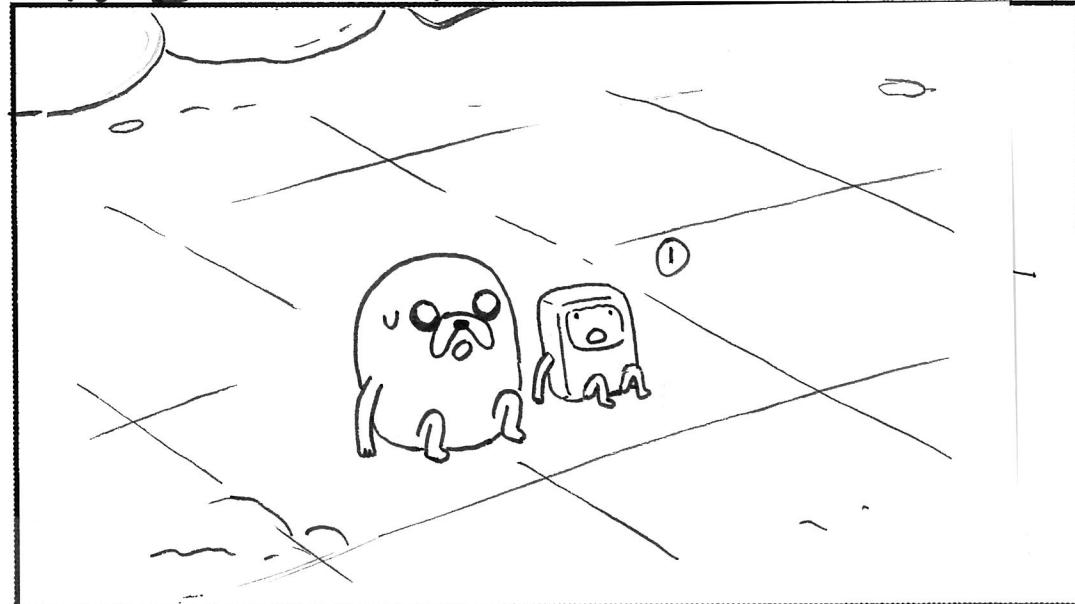
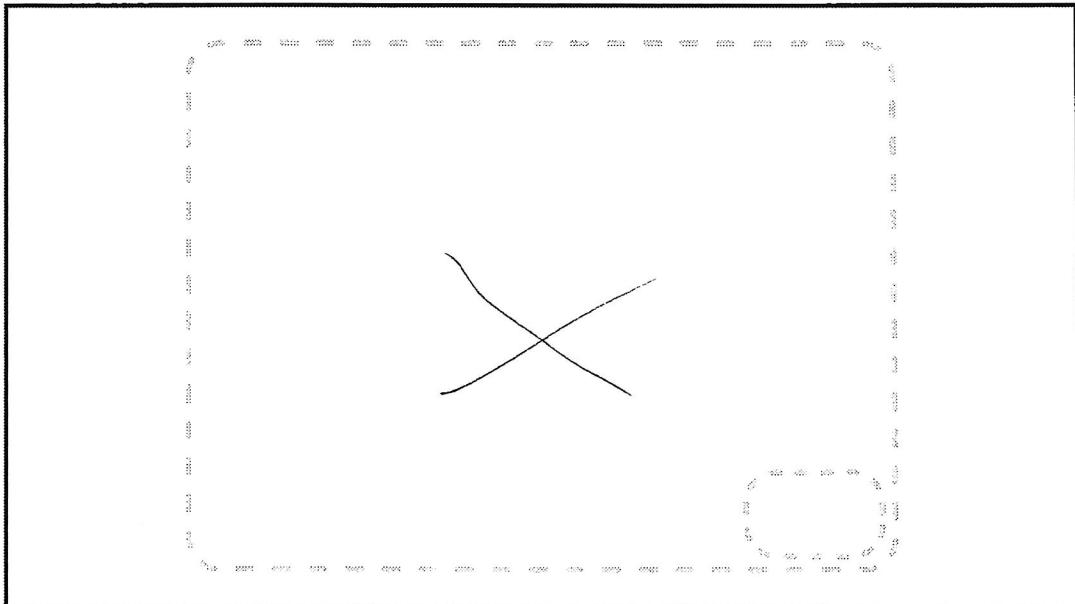
day night

Sc. 123

Pnl. A

Bg.

day night

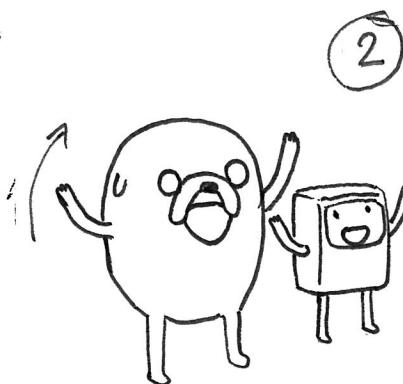


Dialog:

① BMO: HURRAYYY

Action:

- BMO, JAKE LEAP  
TO THEIR FEET.



MAR 03 2016

Timing:

Production:

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# ADVENTURE TIME

Sc. 123 contnl. B

Bg.



day night

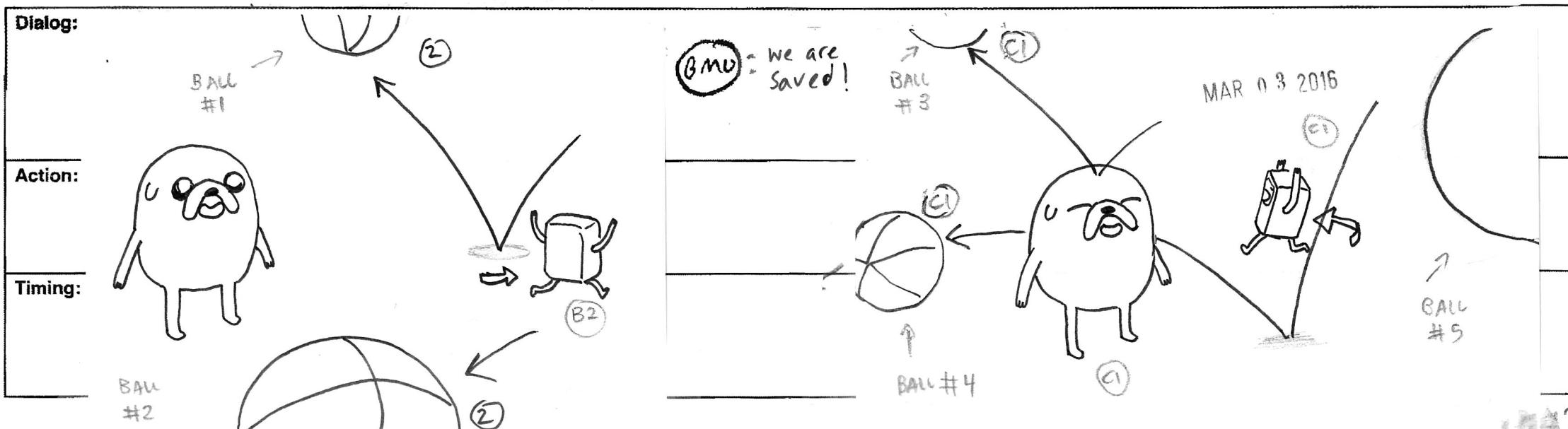
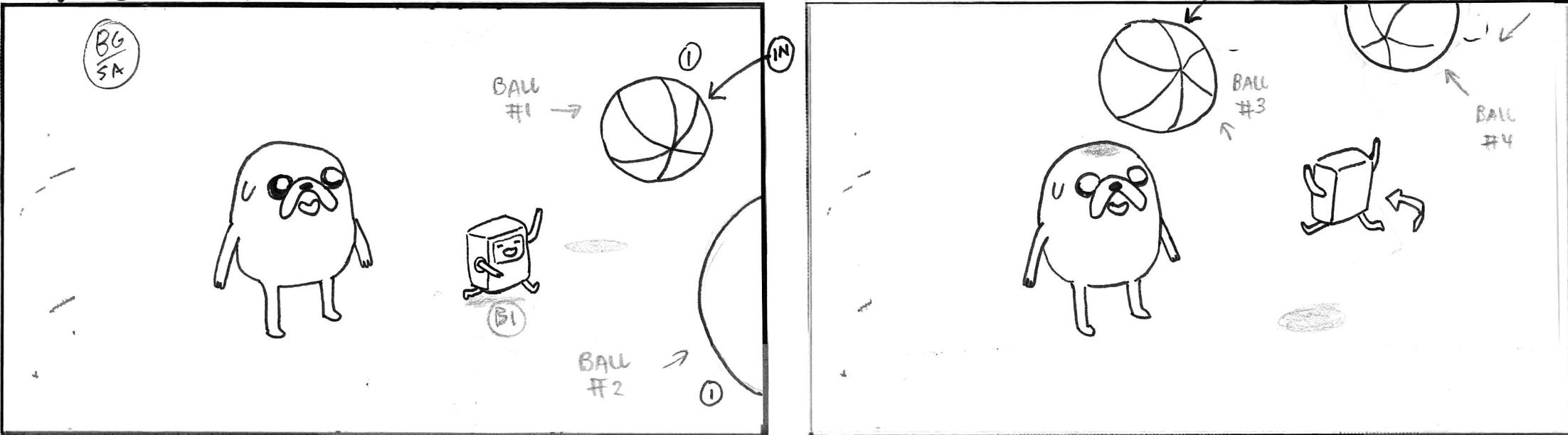
Sc. 123 cont Pnl. C

Bg.

Page

day night

199  
199ANEXT



1042 247

# ADVENTURE TIME

Sc. 123 cont Pnl. D

BALL #6

Bg.



day night

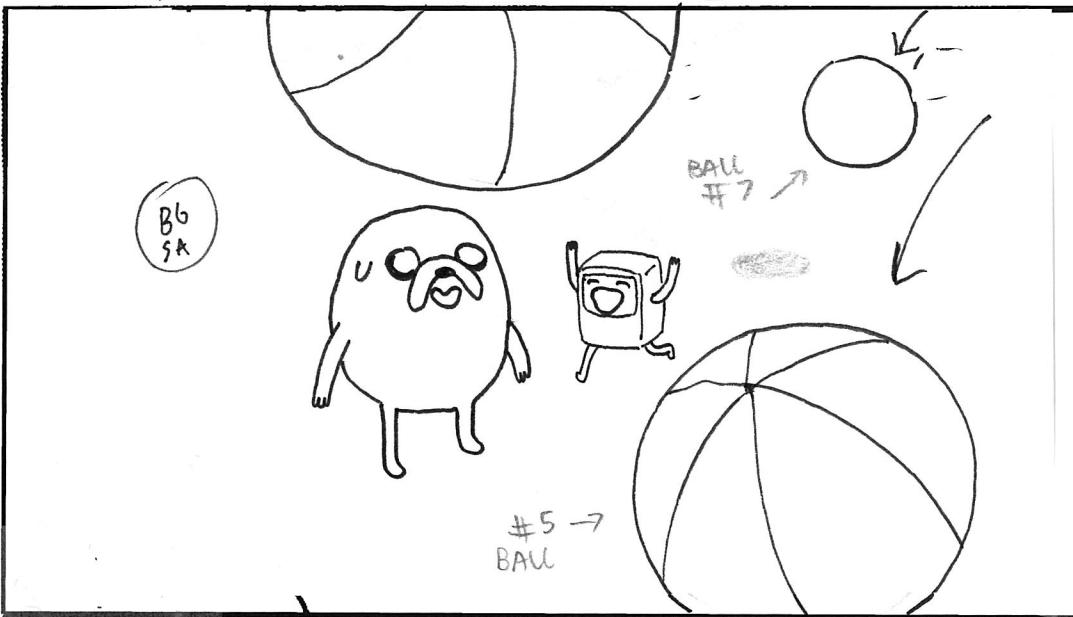
NO SC 124

199 A

Page

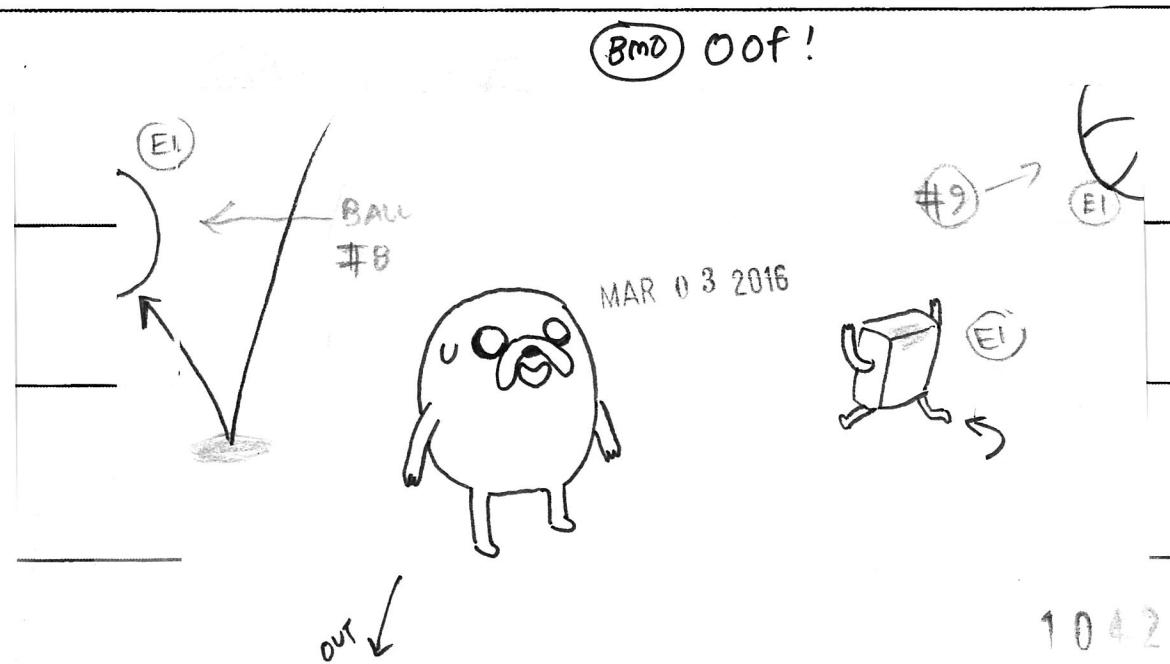
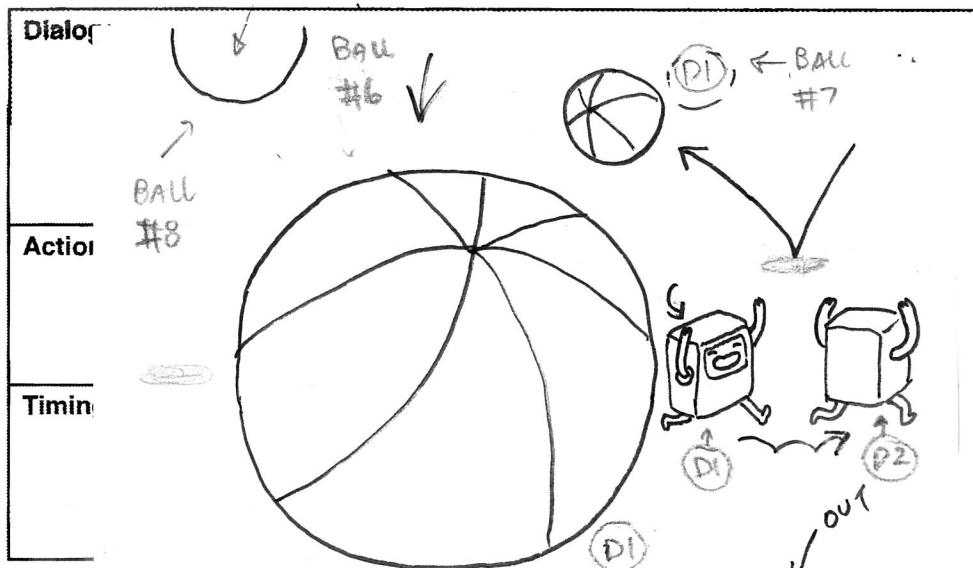
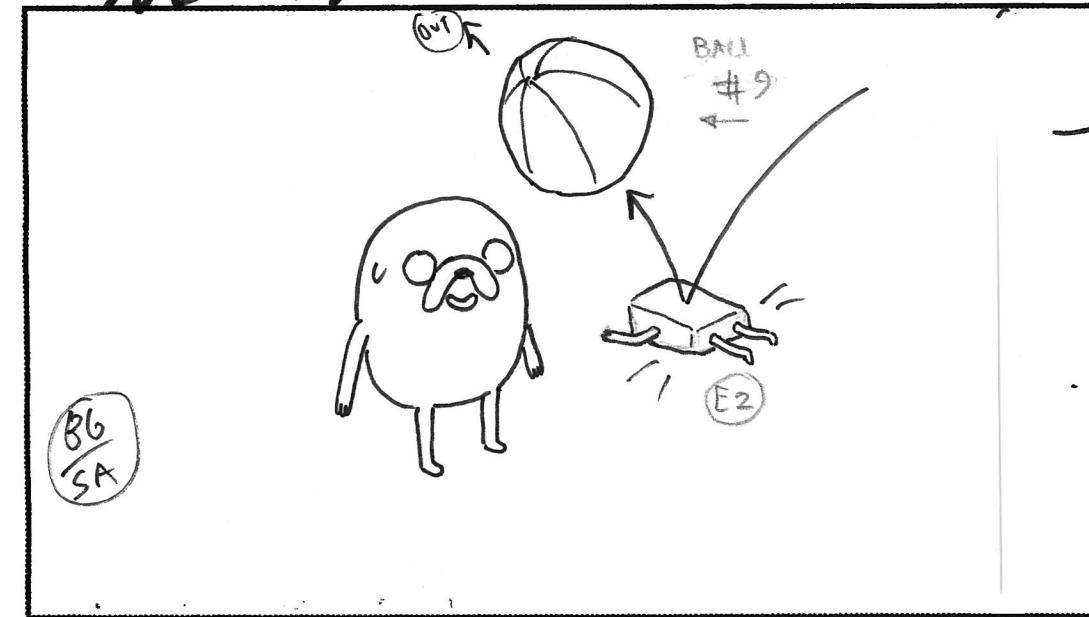
day night

200NEXT



Sc. 123 cont Pnl. E

Bg.



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EPISODE # 1042-247

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# ADVENTURE TIME

Sc. 125

Pnl.

A

Bg.



day night

Sc. 125 CONT

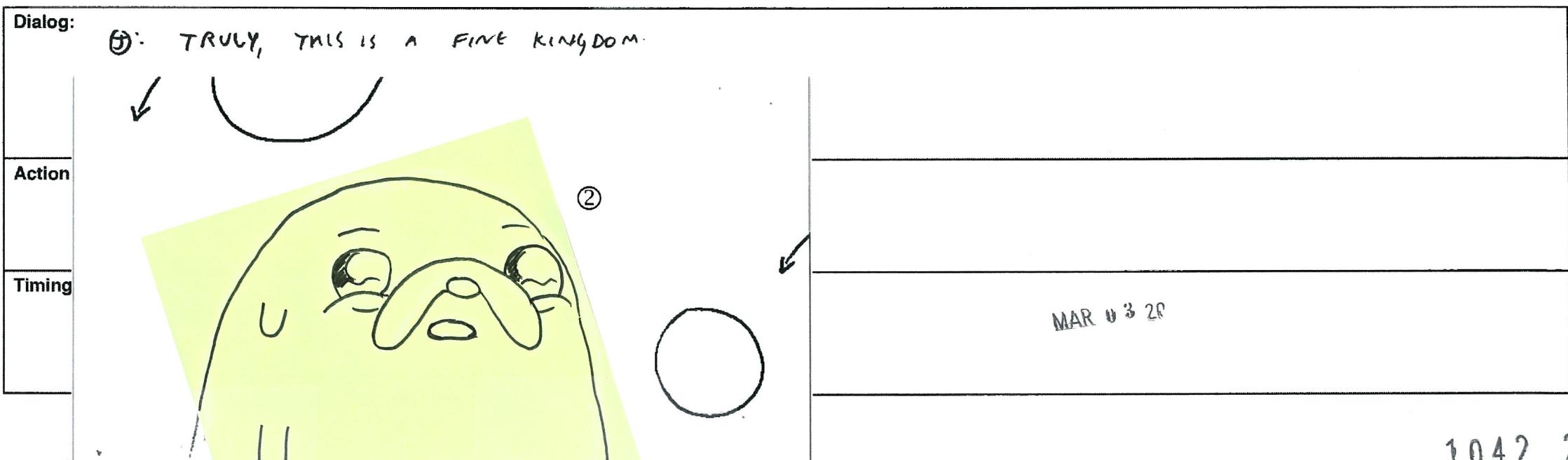
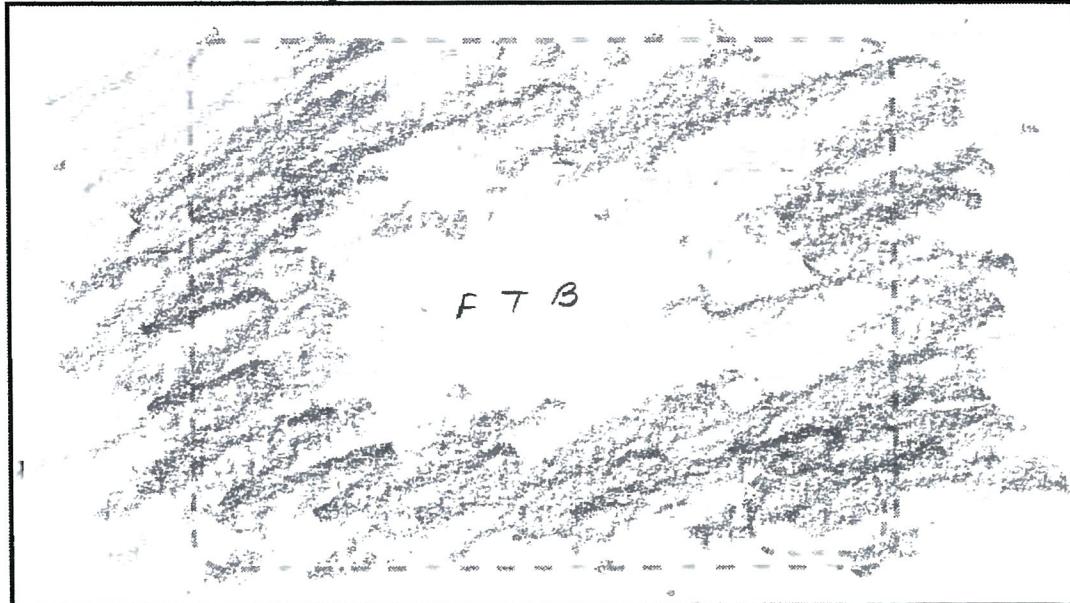
Pnl.

Bg.

day night

Page

200



# ADVENTURE TIME

Sc. 126

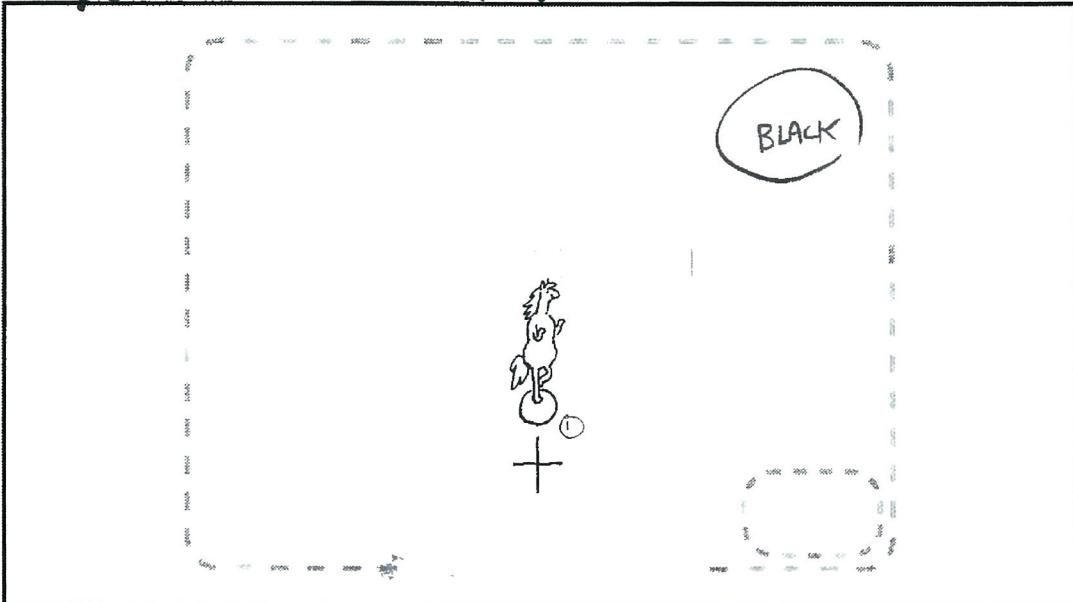
Pnl.

A

Bg.



day night



Sc. 126 cont

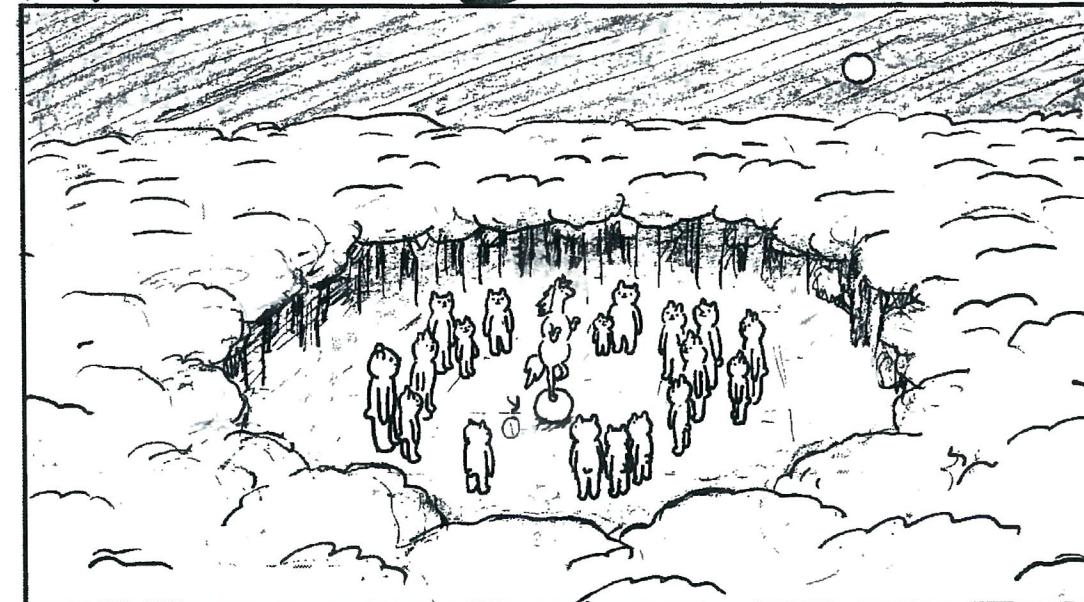
Pnl.

B

Bg.

day night

Page 201

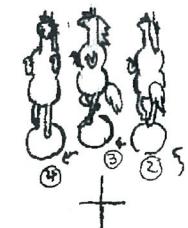


Dialog:

James: James Baxter!

Action:

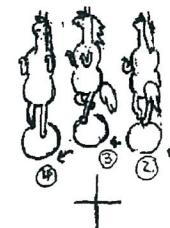
- FADE IN
- JAMES RIDING BALL



Timing:

- BG / scene FADES IN

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Production:

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# ADVENTURE TIME

Sc. 1042 cont Pnl.

C

Bg.



day night

Sc.

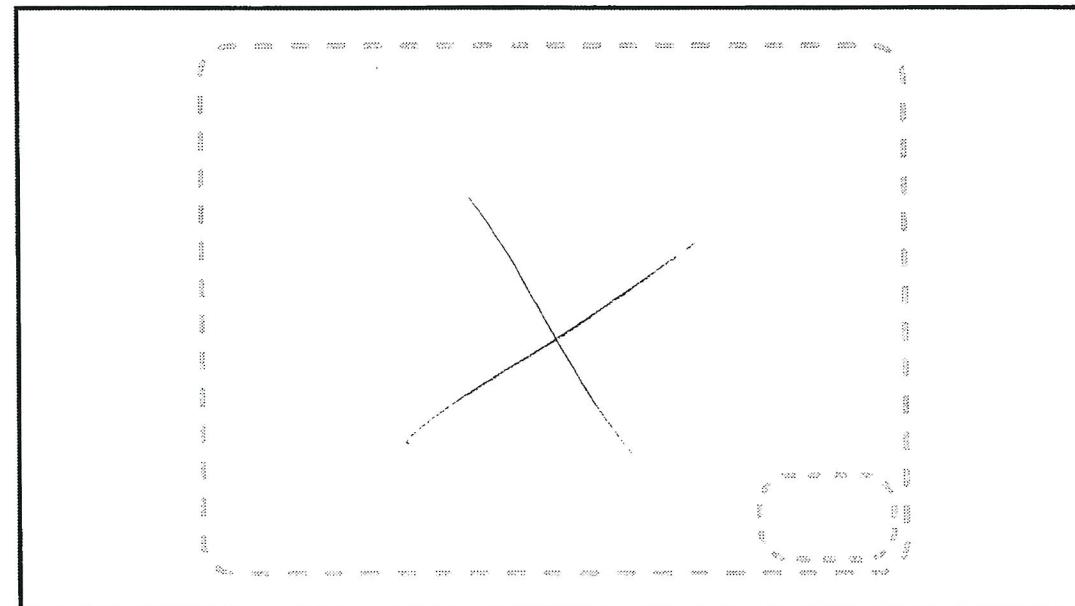
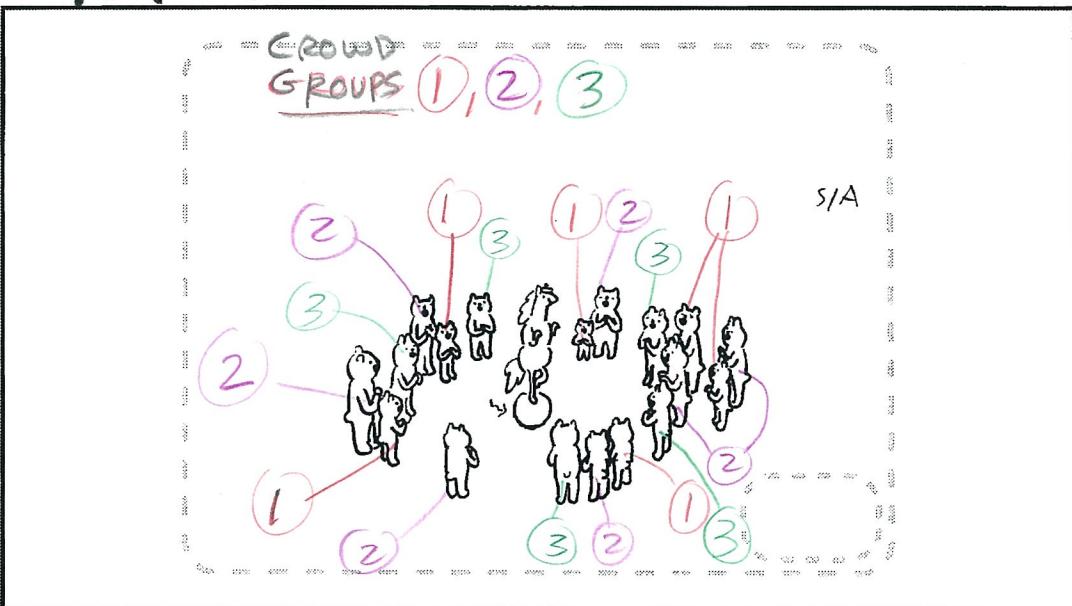
Pnl.

Bg.

Page

202

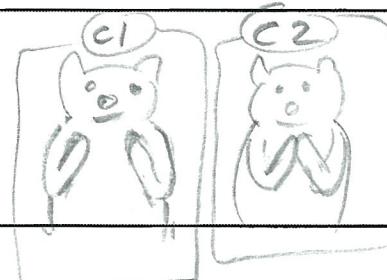
day night



Dialog:

BEARS: WOOO!

SFX: [APPLAUSE]



Action:

Timing:

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Production:

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# ADVENTURE TIME

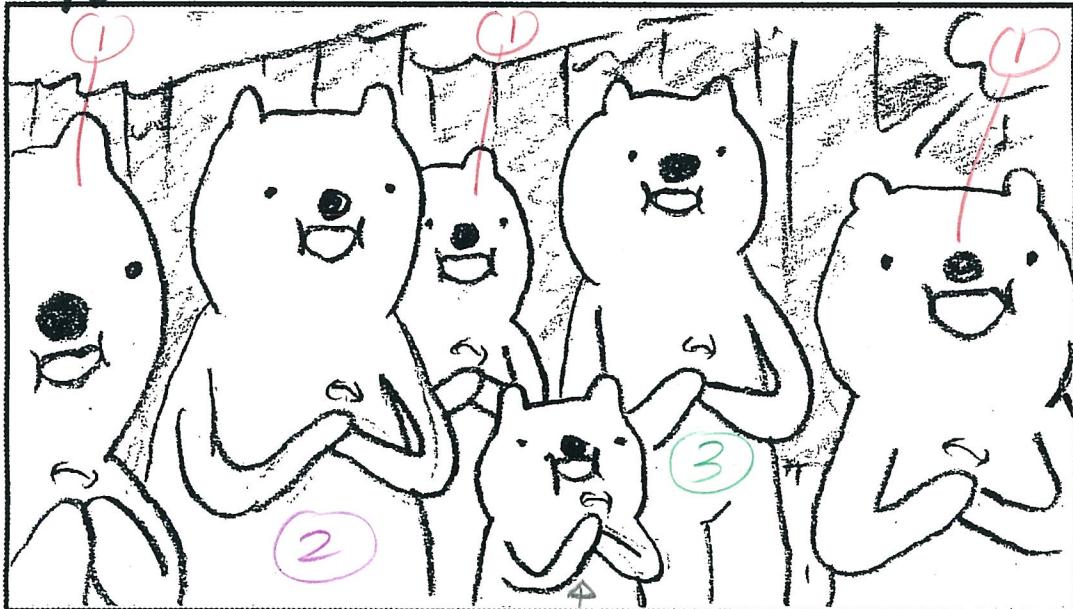
Sc. 127

Pnl. A

Bg.



day night

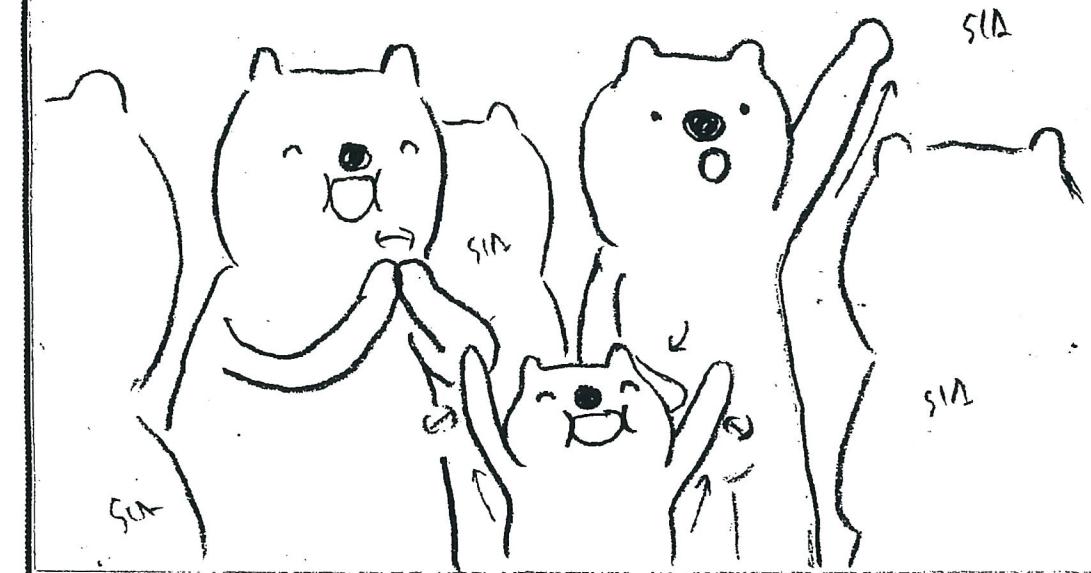


Sc. 127 cont Pnl. B

Bg.

day night

Page 203



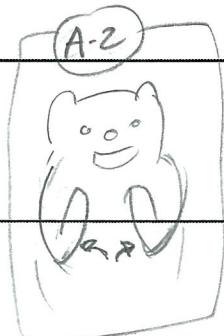
Dialog:

CROWD GROUP 1

KID

SFX: \* APPLAUSE CONTINUES \*

Action:



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Timing:

Production:

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# ADVENTURE TIME

Sc. 127 cont Pnl. C

Bg.



day night

Sc. 128

Pnl.

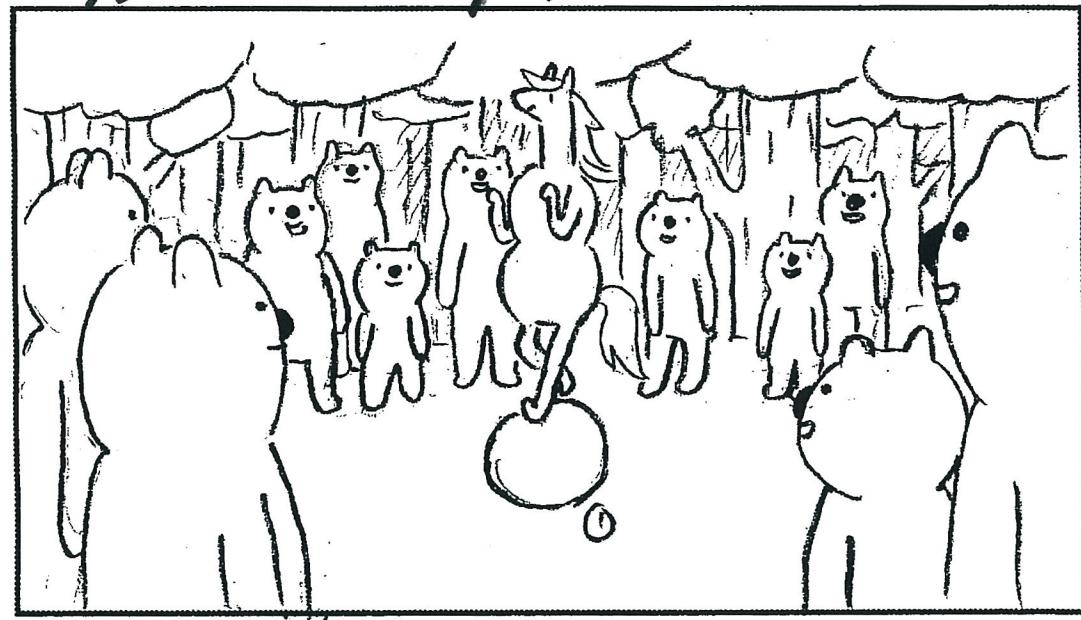
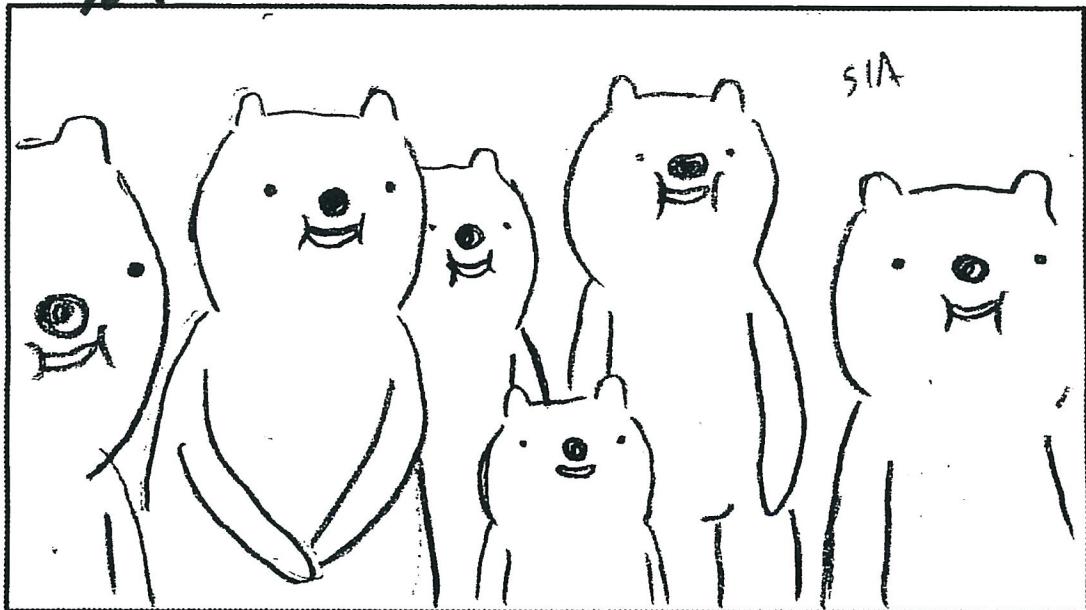
A

Bg.

Page

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day night



Dialog:

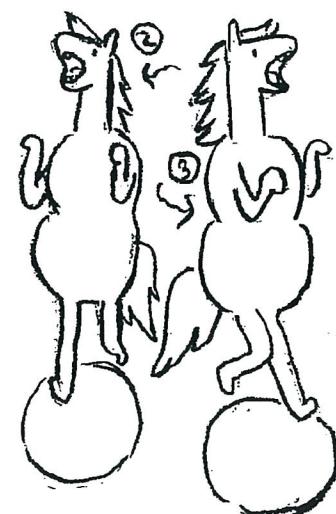
JB

JA-A-A-MES -

Action:

MAR 03 2016

Timing:



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# ADVENTURE TIME

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Sc. 128 *cont* Pnl. B

Bg.

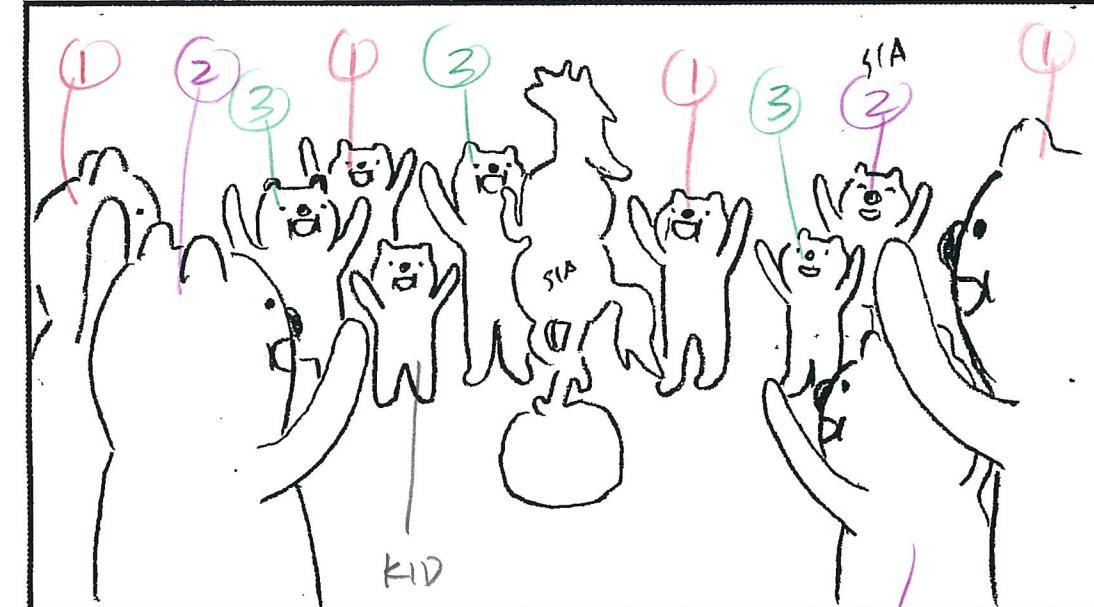
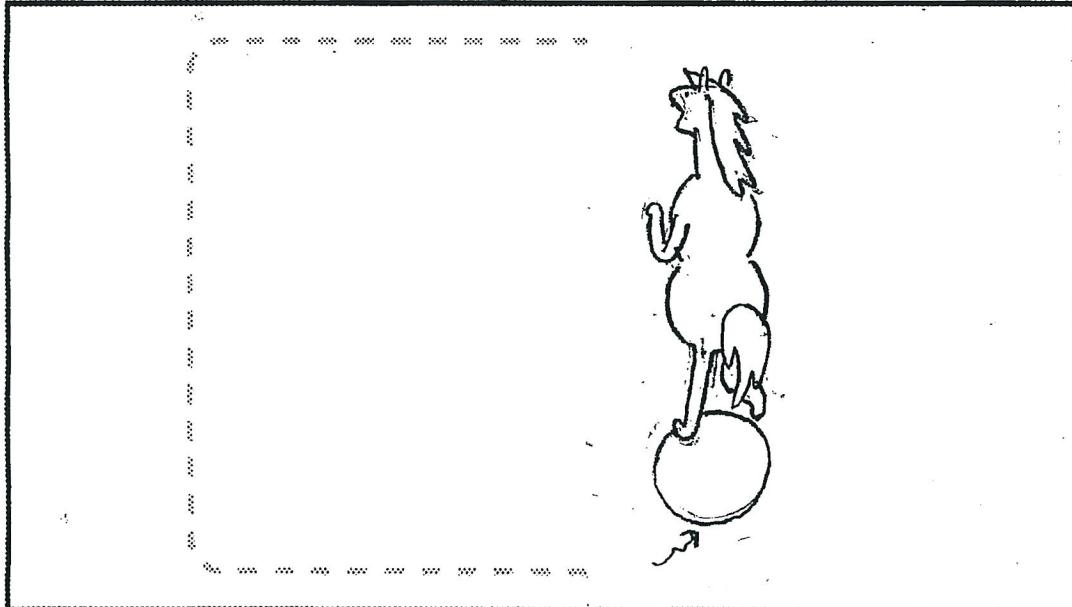


day night

Sc. 128 *cont* Pnl. C

Bg.

Page 205  
day night



Dialog:

JB BAXT-E-E-CR!

Action:

Timing:

CROWD  
GROUPS  
① ② ③

BEAR  
CROWD: CHEER  
②

- JB BALANCING  
ON THE SPOT

MAR 03 2016

Production:

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# ADVENTURE TIME

Sc. 129

Pnl.

A

Bg.



day night

Sc. 129 cont

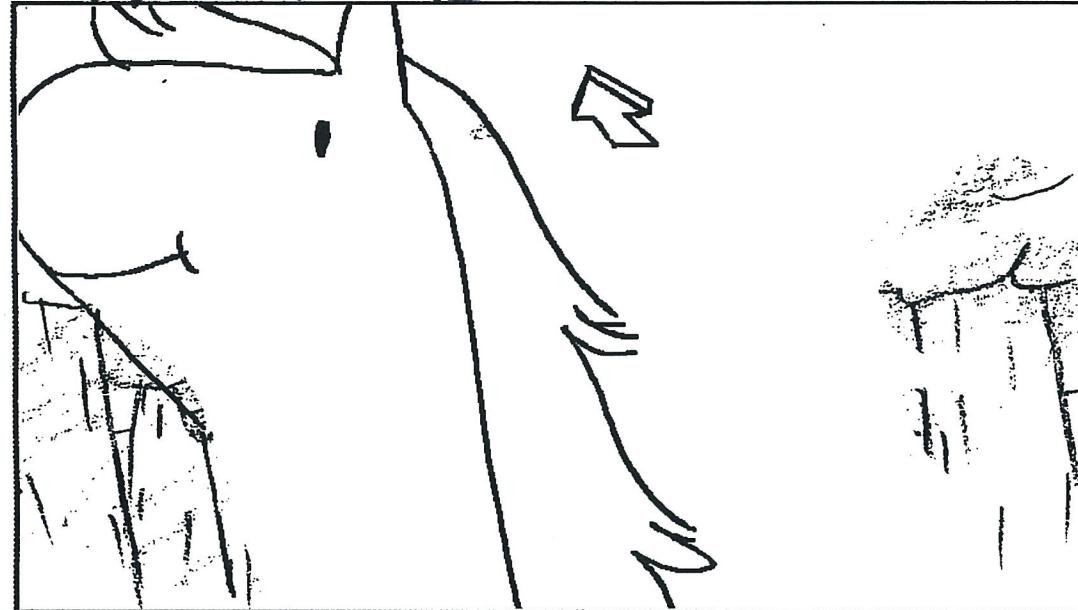
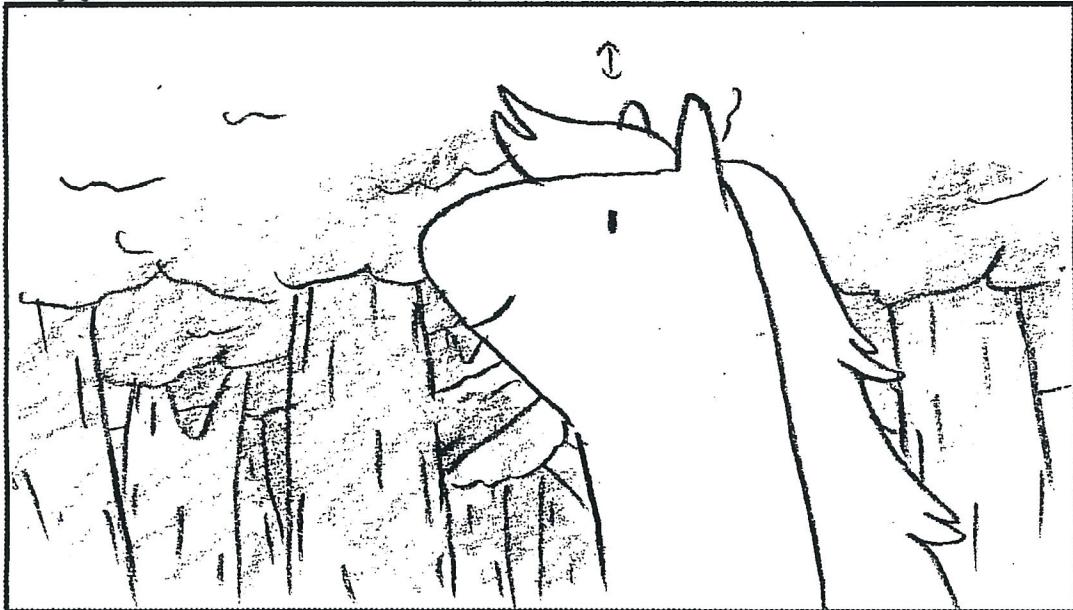
Pnl.

B

Page

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day night



Dialog:

(JB) (AVICK)

JAMES BAXTER

Action:



Timing:

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Production:

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1010 017

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# ADVENTURE TIME

Sc. 129 cont Pnl.

C

Bg.



day night

Sc.

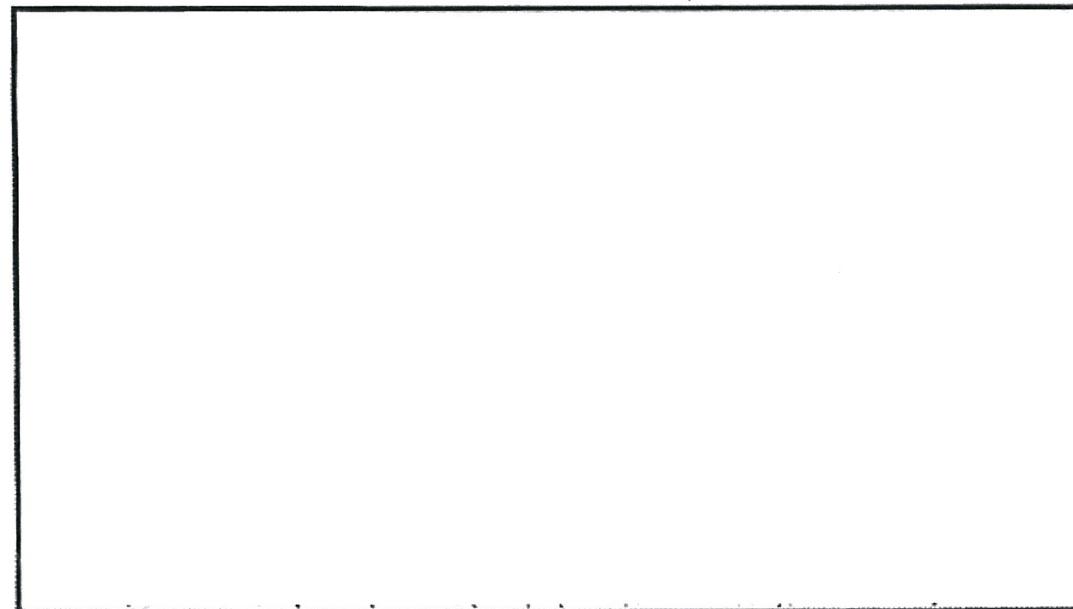
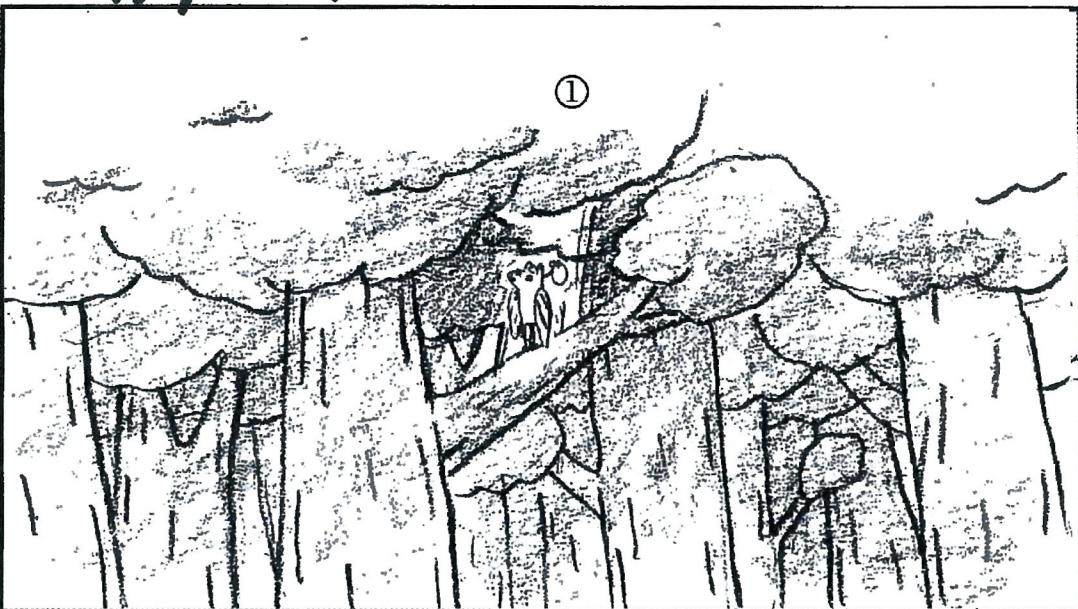
Pnl.

Bg.

Page

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day night



Dialog:

(BAT) : SQUEAKING FAINTLY

Action:

①, ②, ① — BAT squeaks

- BAT REVERB

MAR 03 2016

Timing:



Production:

1042-247

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## ADVENTURE TIME



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Sc. 130

Pnl. A

Bg.

day night



Sc. 130 cont

Pnl. B

Bg.

day night



## Dialog:

(FB) [SOBBING]

## Action:

- F. BAT AWAITS REPLY.

- TEARS STREAM DOWN FB'S FACE.

MAR 03 2016

## Timing:

Production:

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# ADVENTURE TIME

Sc. 130 cont Pnl. C

Bg.



day night

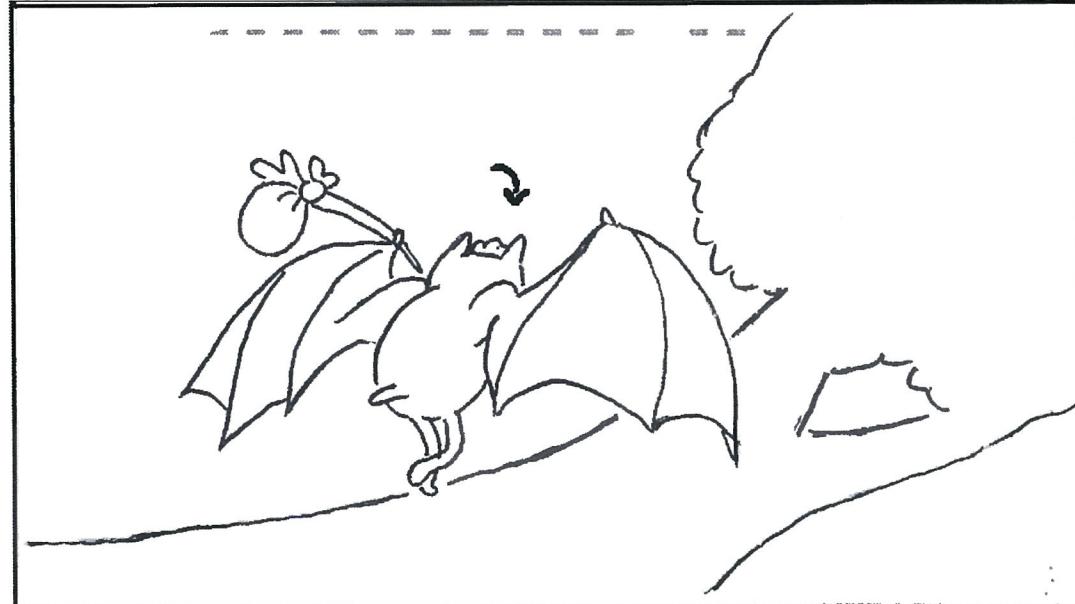
Sc. 130 cont Pnl. D

Bg.

Page

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day night



Dialog:

(FB)

SQUEAK-SQUEAK.  
[ GOOD-BYE ]

Action:

- FB OPENS WINGS.

MAR 09 2015

Timing:

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Production:

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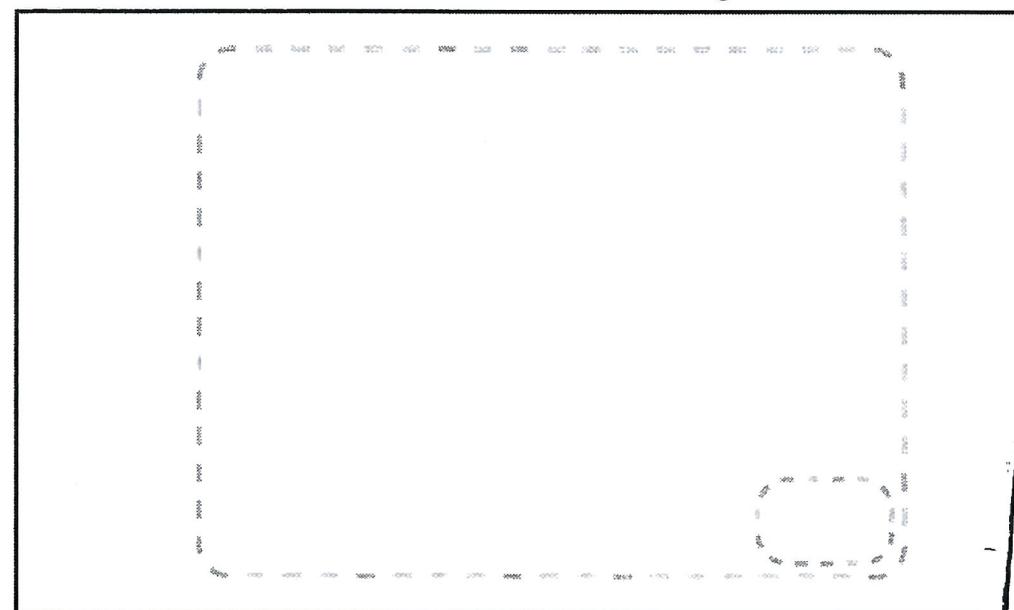
## ADVENTURE TIME

Sc. 130 *cont* Pnl. E

Bg.



day night



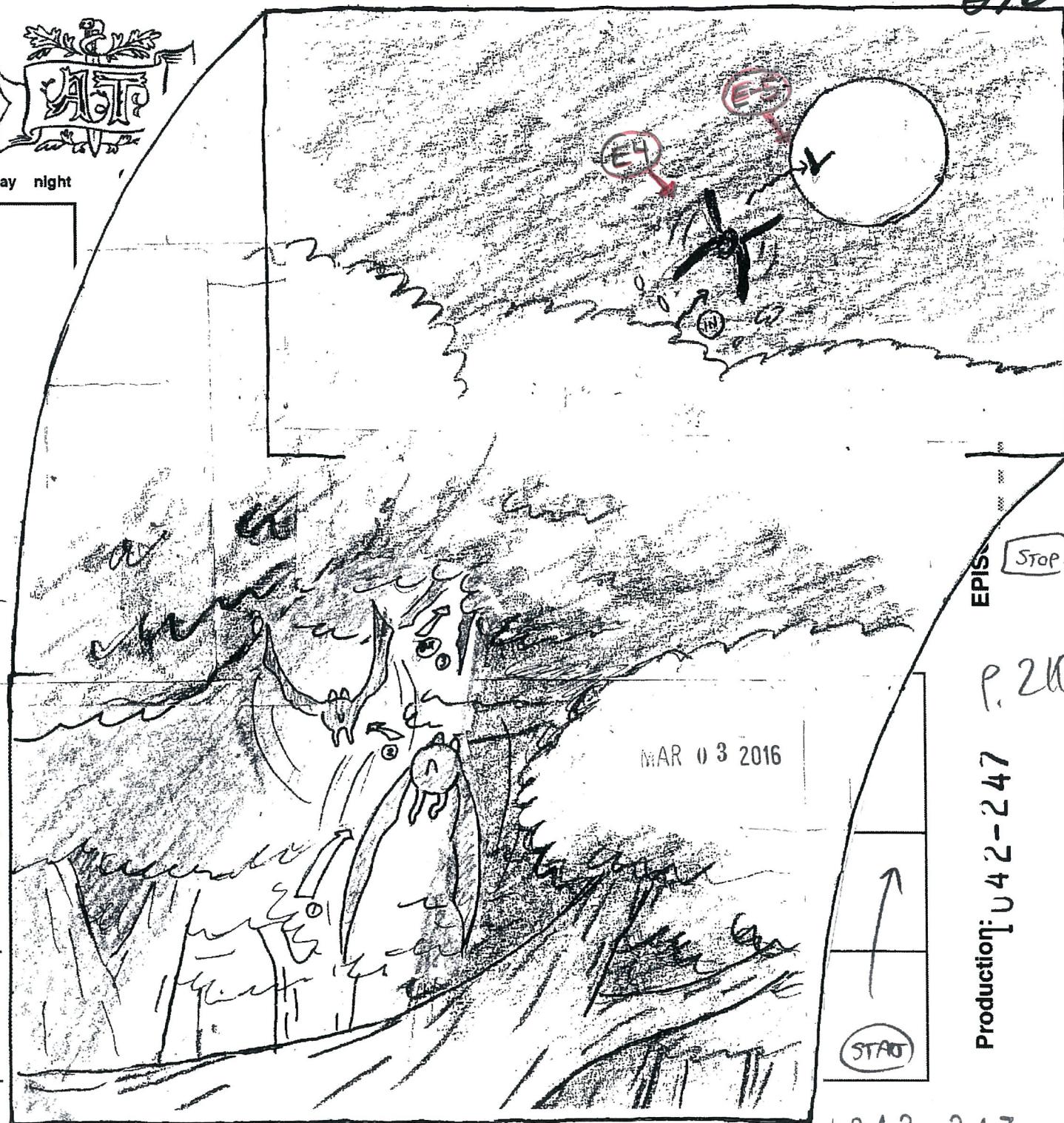
## Dialog:

## Action:

-FB FLES THROUGH  
CANOPY AND INTO  
THE DISTANCE,

## Timing:

-PAN W/ BAT



Production: U42-247

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# ADVENTURE TIME

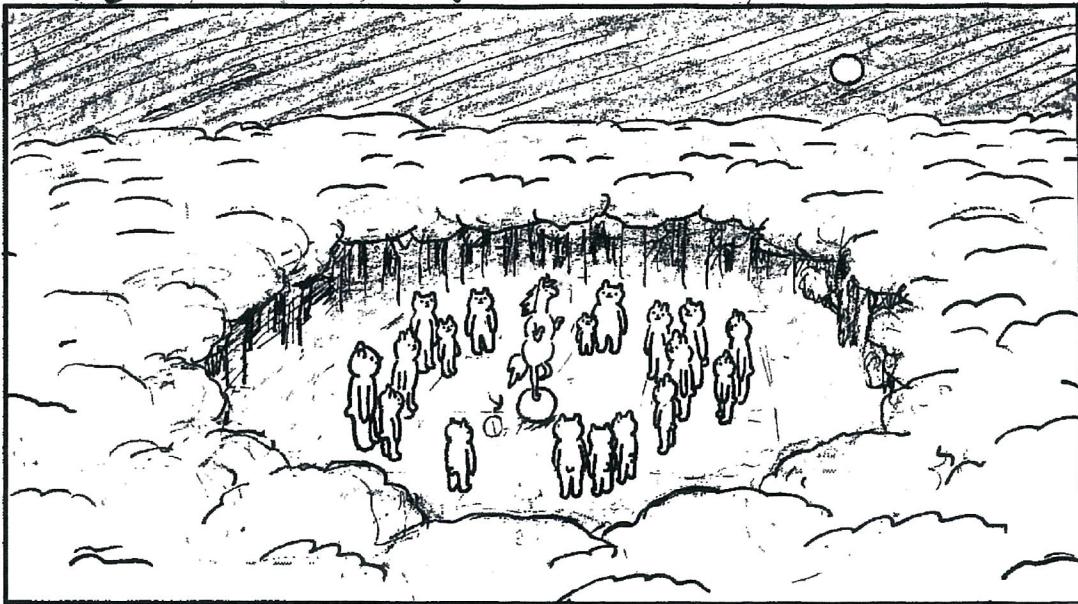


Sc. 131

Pnl. A

Bg.

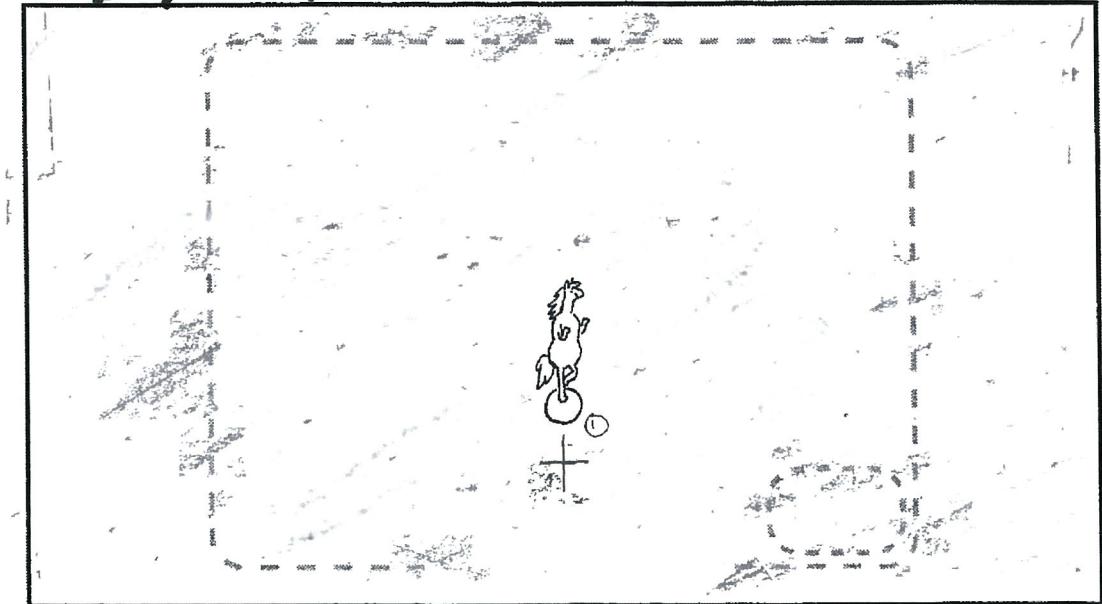
day night



Sc. 131 cont Pnl. B

Bg.

day night



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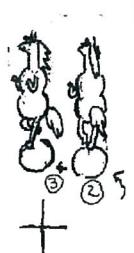
1042 247

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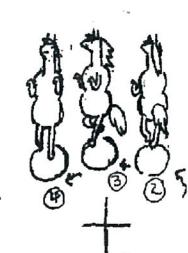
Dialog:

E: (V/O) (PITCHED DOWN)  
WANT SOME →

Action:  
- BEARS WATCH JB.  
- JB CONTINUES RIDING IN CIRCLES.



MAR 03 2016



Timing:

Production:

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1042 247

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# ADVENTURE TIME

Sc. B) cont Pnl. C

Bg.



day night

Sc.

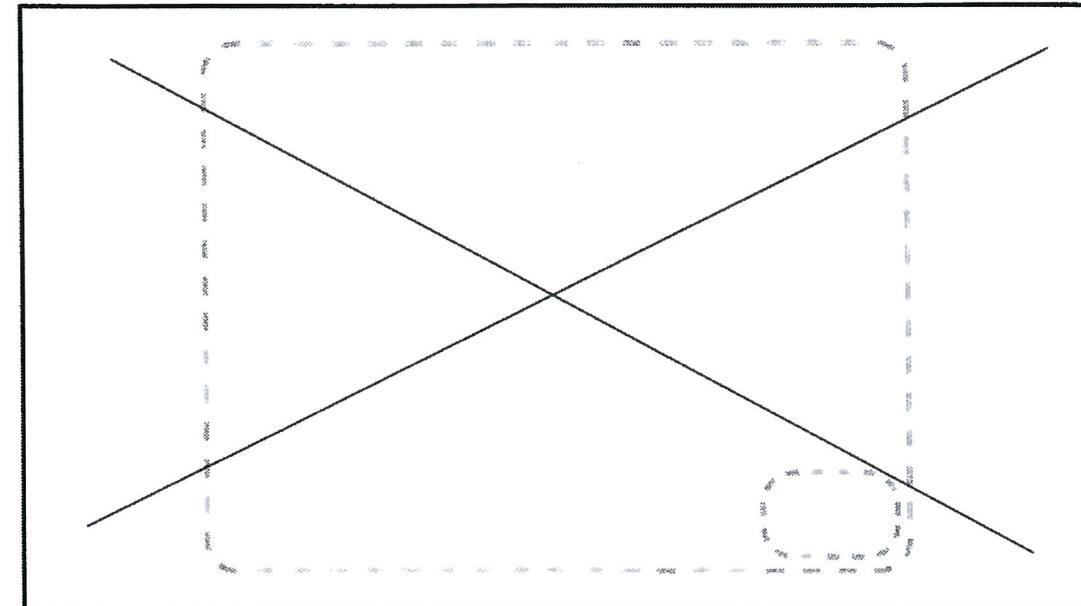
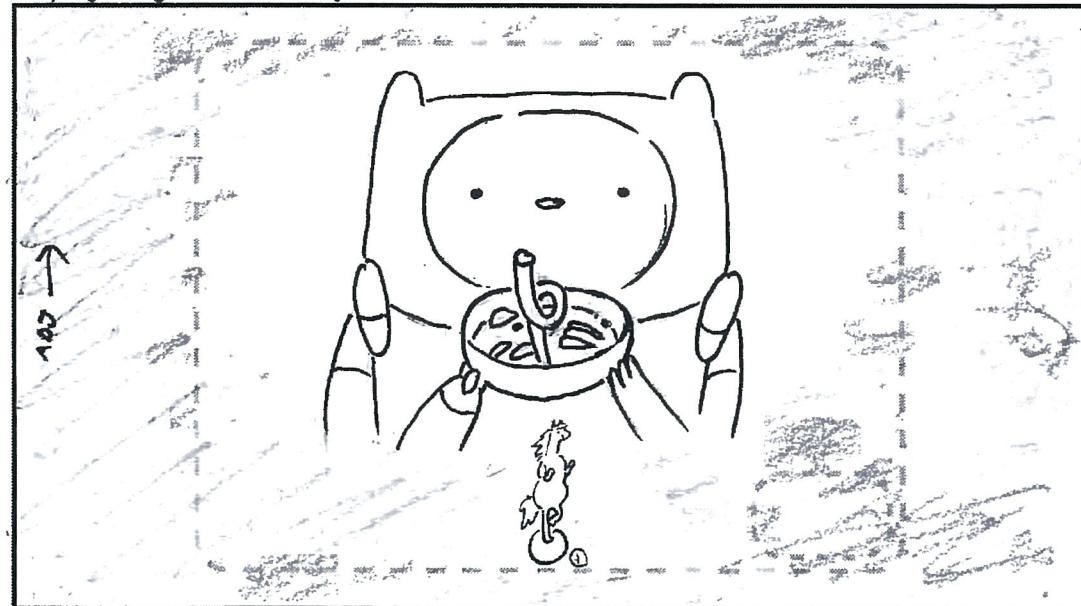
Pnl.

Bg.

Page

212

day night



Dialog:

F: Want some

soooouup ?

Action:



- FINN DISSOLVES on/s.

MAR 03 2016

Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME



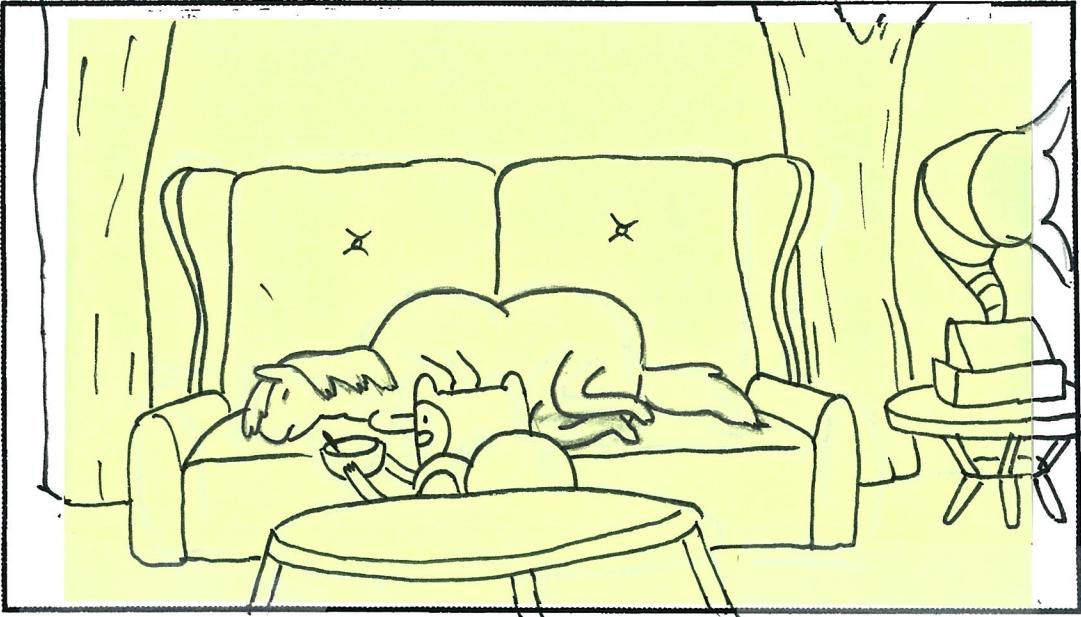
Sc. 132

Pnl.

A

Bg.

day night



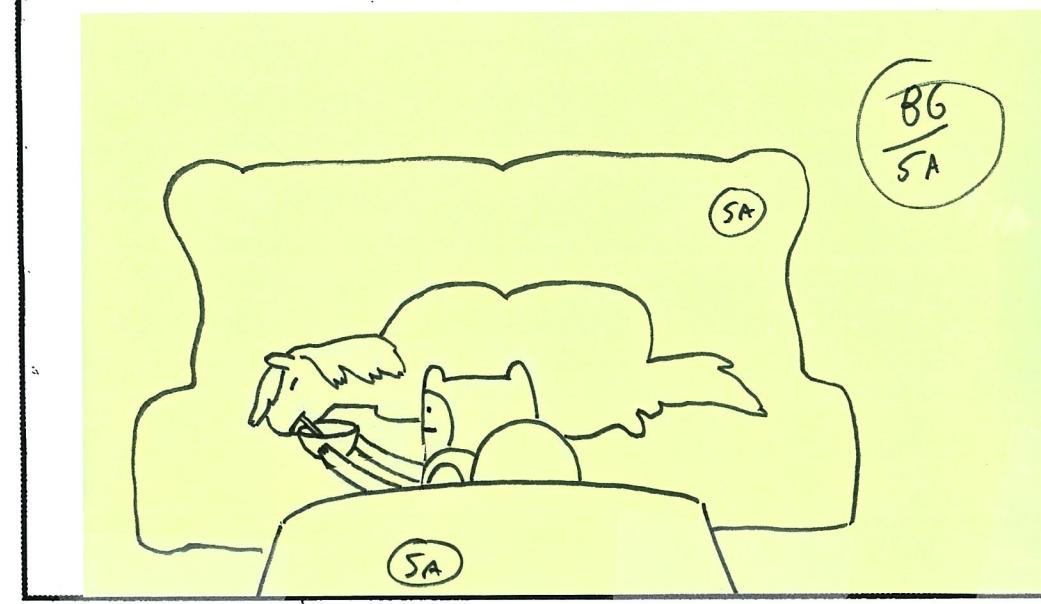
Sc. 132 cont. B

Bg.

day night

Page

213



Dialog:

(F) I MADE IT OUT  
OF ICE CREAM  
SANDWICH...

Action:

-F POKES STRAW  
INTO JF'S MOUTH

MAR 03 2016

Timing:

Production:

EPISODE # 42-247

1042 247

1042 247

# ADVENTURE TIME

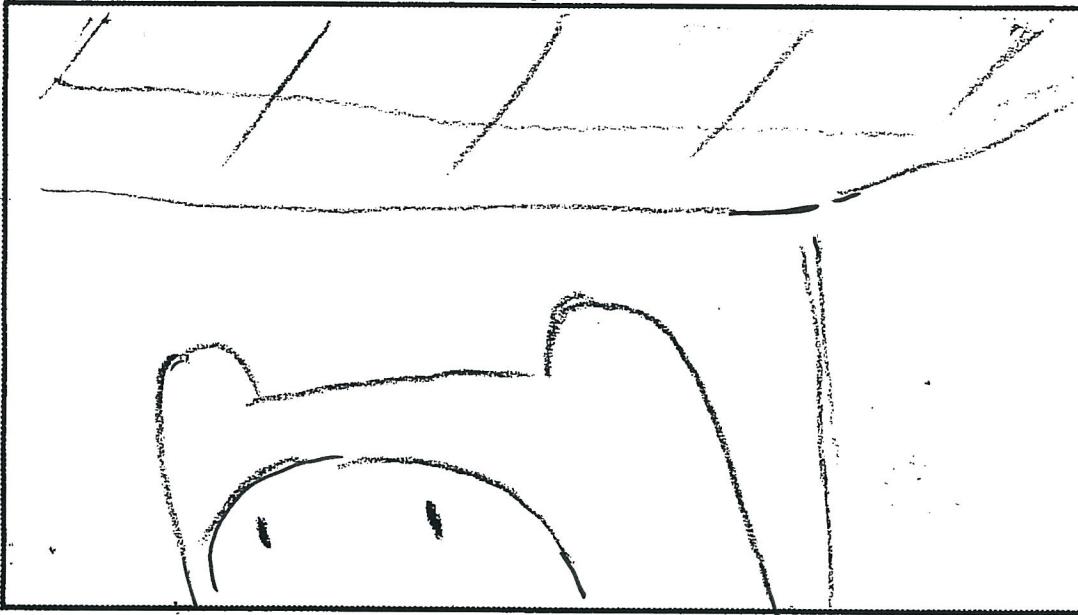


Sc. 133

Pnl. A

Bg.

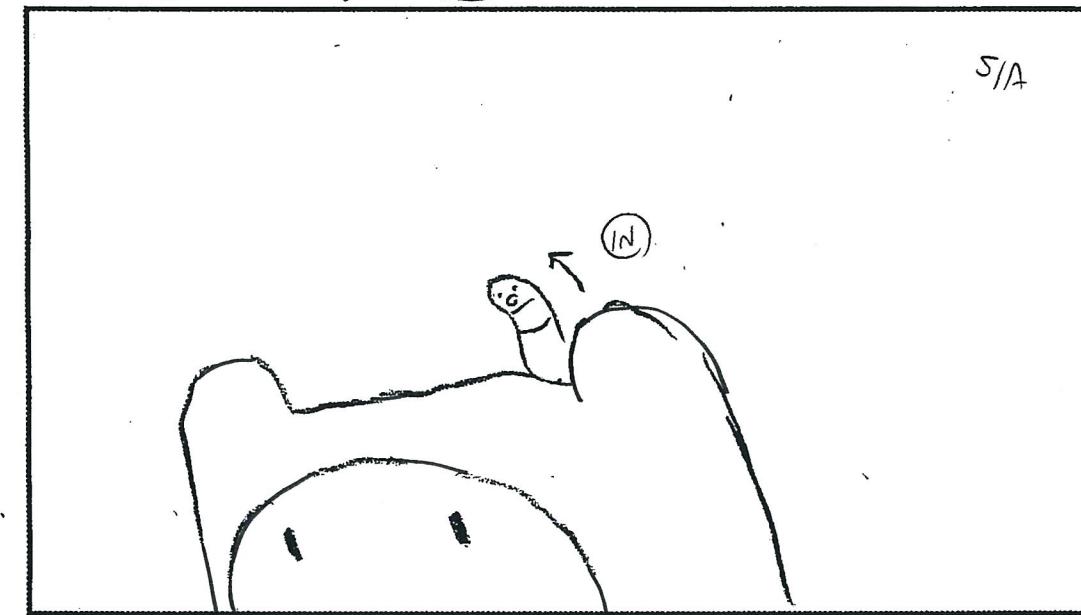
day night



Sc. 133 cont Pnl. B

Bg.

Page 314  
day night



5/A

Dialog:

⑤: YOU'RE STILL  
BEING WEIRD,  
DUDE

Action:

- SHELBY CLIMBS ON/C.

MAR 03 2010

Timing:

Production:

1042 247

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# ADVENTURE TIME

Sc. 133 cont Pnl. C

Bg.



day night

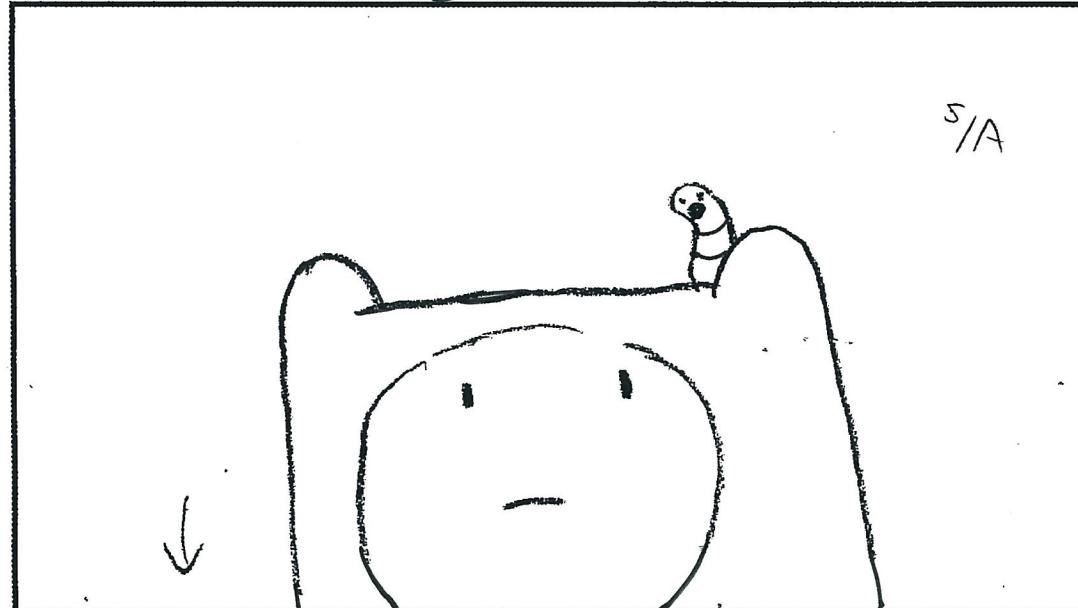
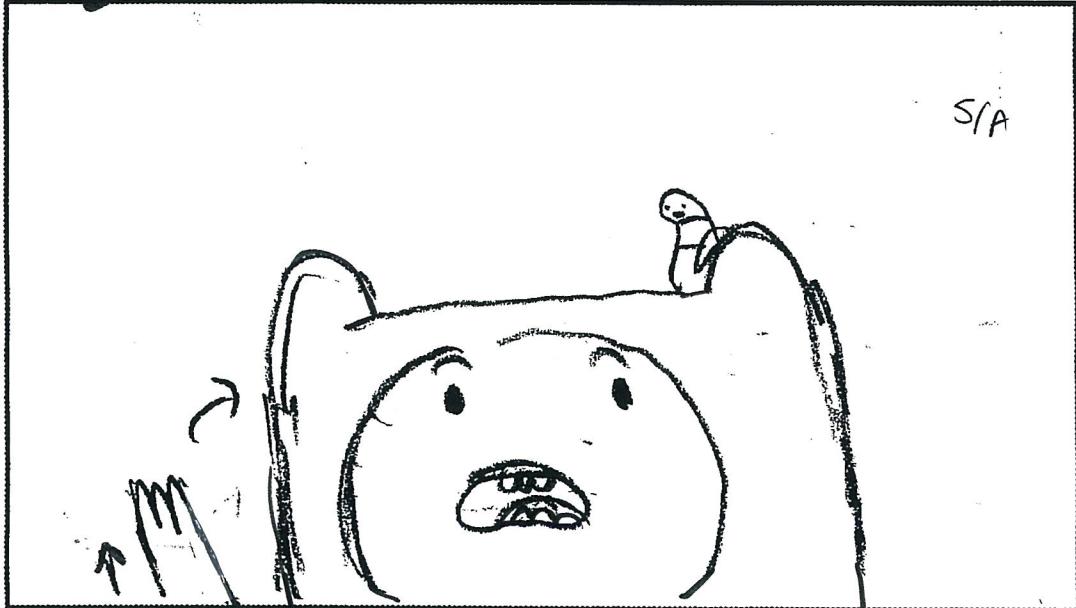
Sc. 133 cont Pnl. D

Bg.

Page

day night

315



Dialog:

F: well what am I supposed to do -

S: you gotta SLAP him, DUDE.

F: HUH.

Action:

Timing:

MAR 03 2016

(D1)



1042 247

EPISODE # 1042-247

1010 017

# ADVENTURE TIME



Sc. 133 ~~CONT~~ Pnl. E

Bg.

day night

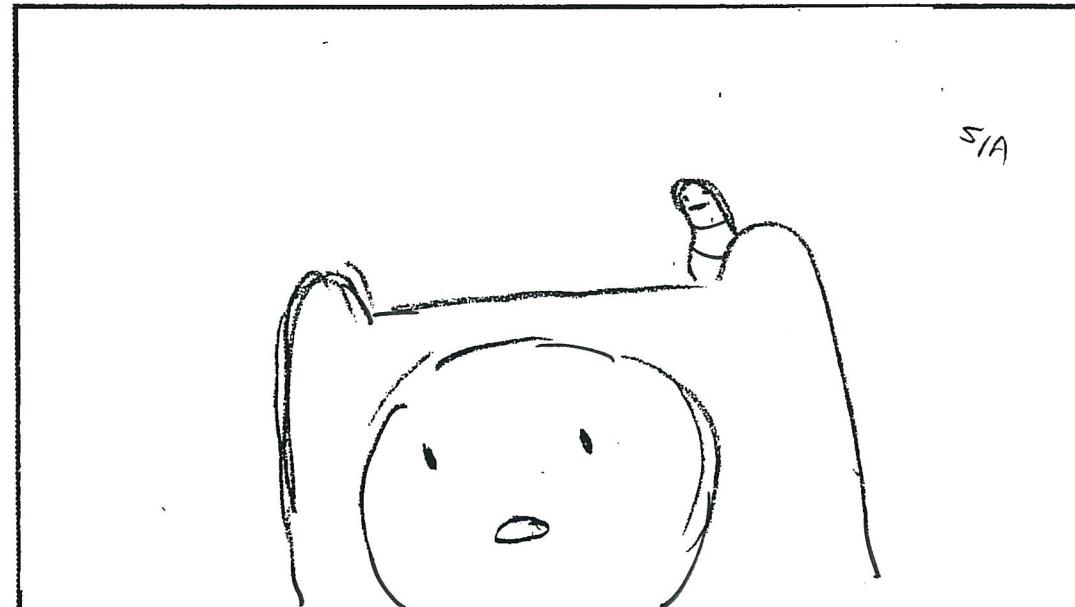
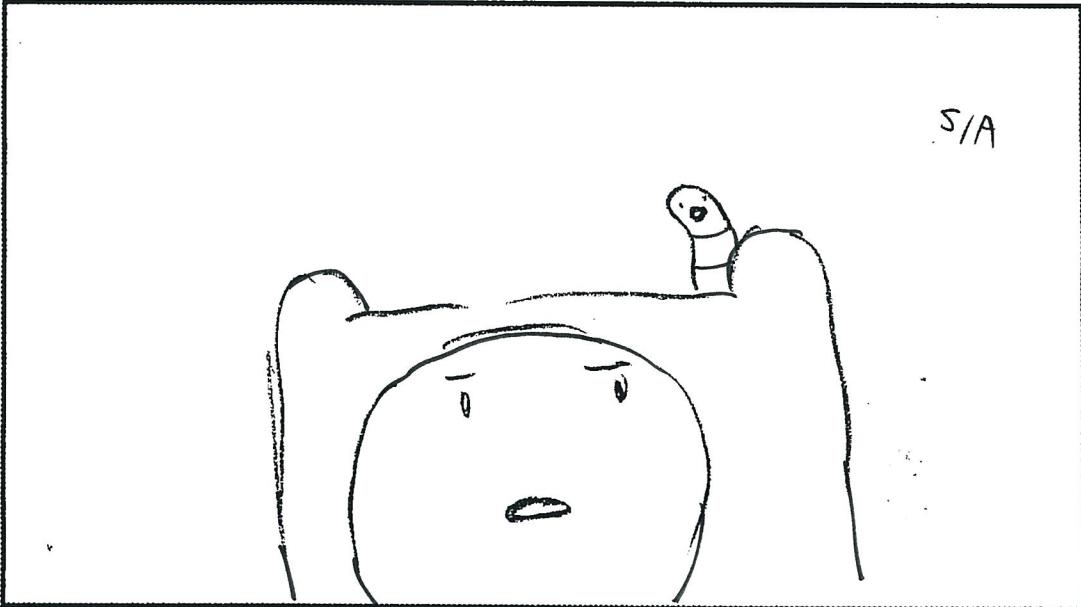
Sc. 133 ~~CONT~~ Pnl. F

Bg.

Page

216

day night



Dialog:

(S) : SLAP HIM  
WITH SOME  
REAL TALK.

(F) OH-

Action:

MAR 03 2016

Timing:

Production:

1042 247

1042 247

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# ADVENTURE TIME

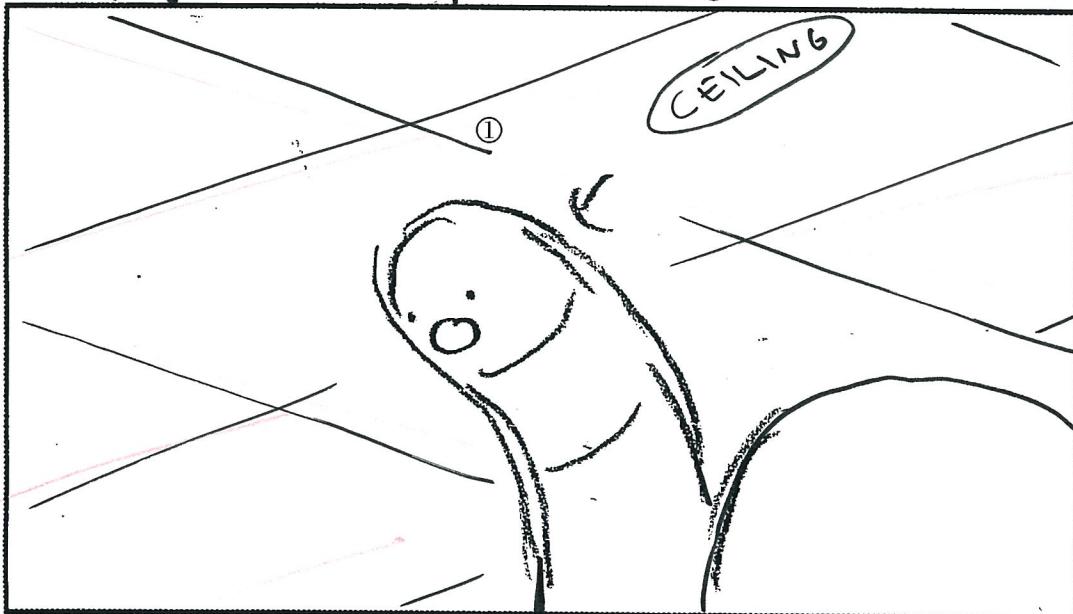


Sc. 134

Pnl. A

Bg.

day night



Sc. 135

Pnl. A

Bg.

day night

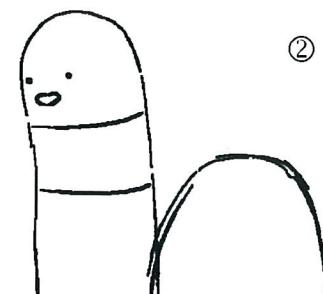


Dialog:

(S): STAB HIM

(P): WHAT?

Action:



②

Timing:

MAR 03 2016



1042 247

Page 317

EPISODE # 1042-247

1042 247

1042 247

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# ADVENTURE TIME



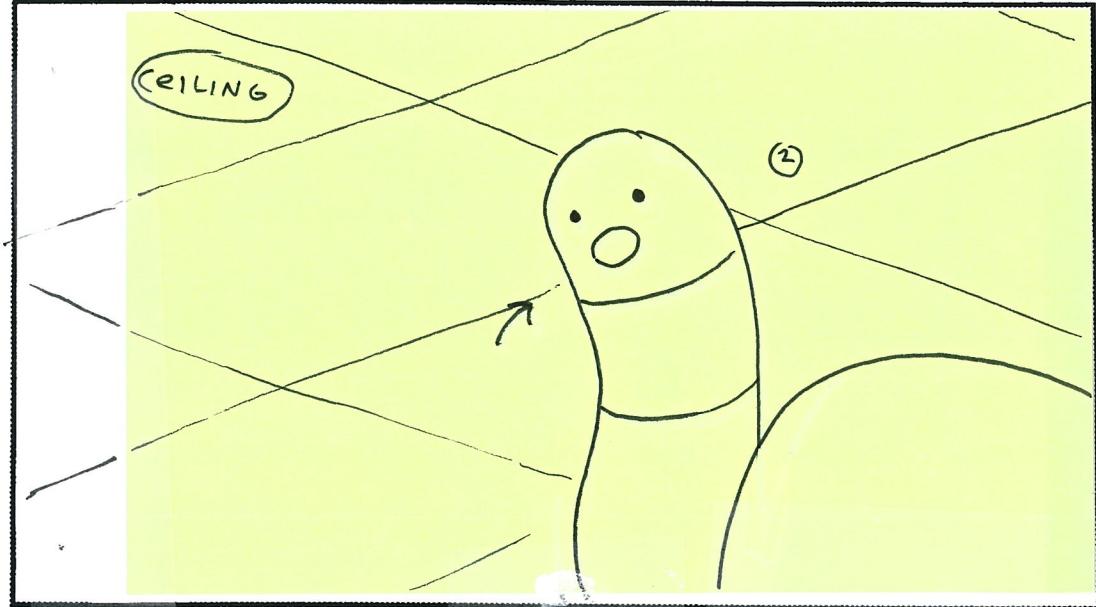
Sc. 136

Pnl.

A

Bg.

day night



Dialog:

S: WITH A GIANT  
SYRINGE ...

F: WH -

Action:



Timing:

MAR 03 2016

Page  
218

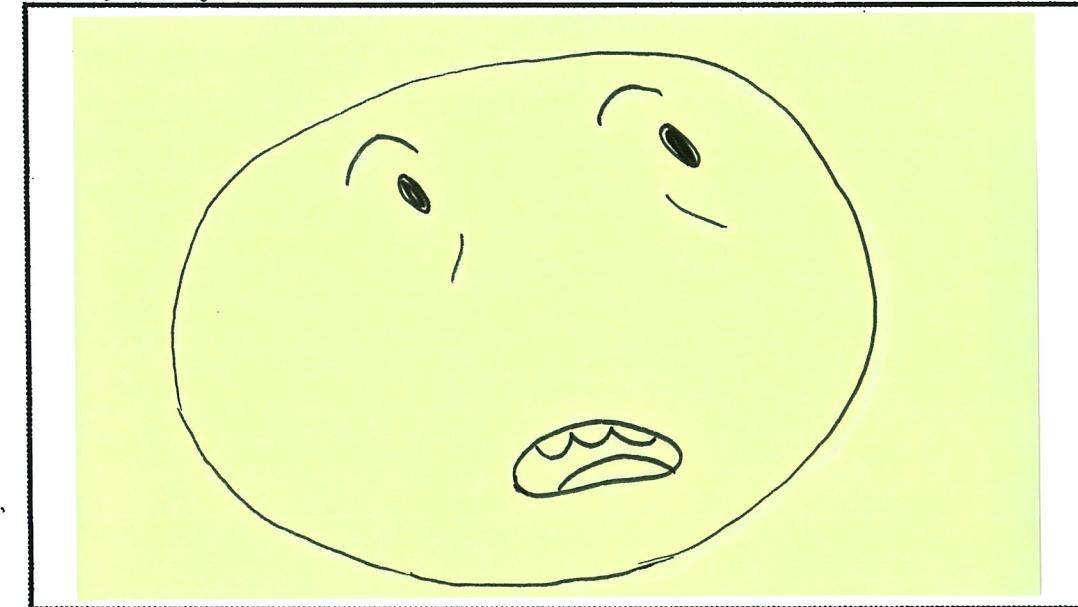
Sc. 137

Pnl.

A

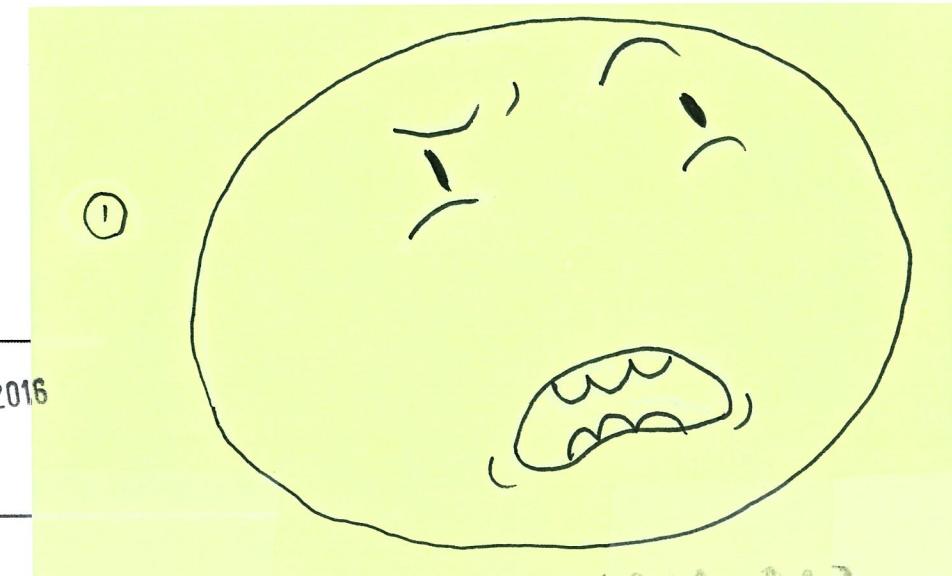
Bg.

day night



EPISODE # 1042-247

1042 247



1042 247

# ADVENTURE TIME



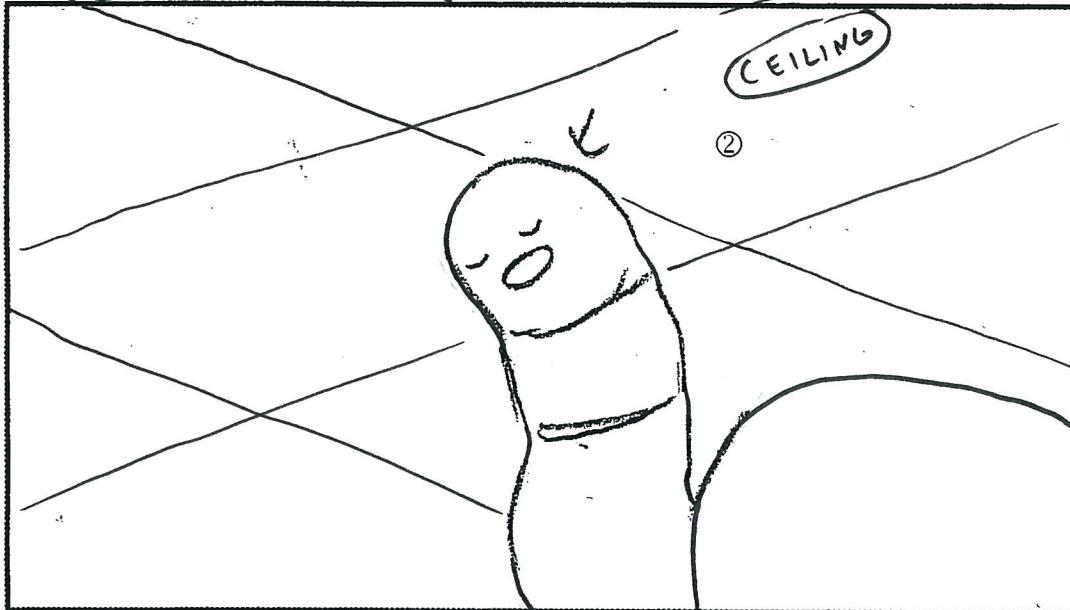
Page 219

Sc. 138

Pnl. A

Bg.

day night



Sc. 139

Pnl. A

Bg.

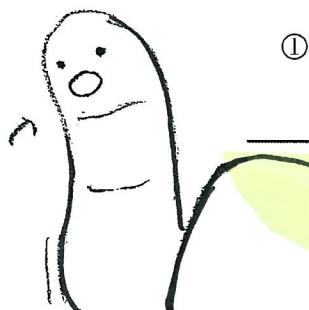
day night



Dialog:

(S)= OF RESPECT.

Action:



Timing:

MAR 03 2015

1042 247

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

1042 247

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Sc. 1399 cont Pnl. B

Bg.



day night

Sc. 1400

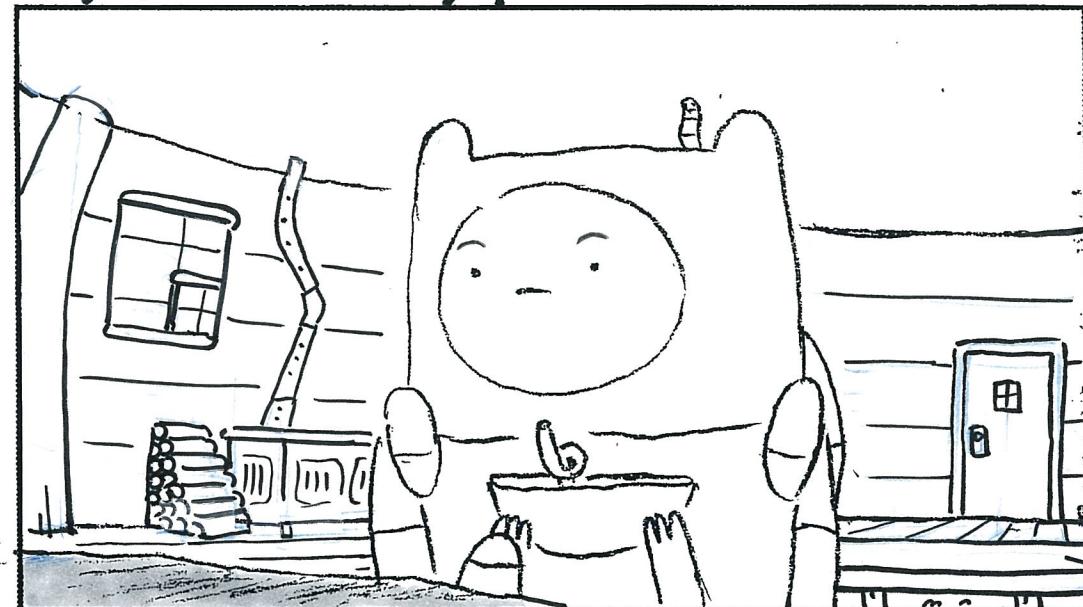
Pnl. A

Bg.

Page

220

day night



EPISODE # 1042-247

1042 247

Dialog:

F OH.

P Okay

Action:

- JG POV  
- F LOOKS DOWN

Timing:

MAR 03 2016



1042 247

1042 247

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# ADVENTURE TIME

Sc. 140 cont Pnl. B

Bg.



day night

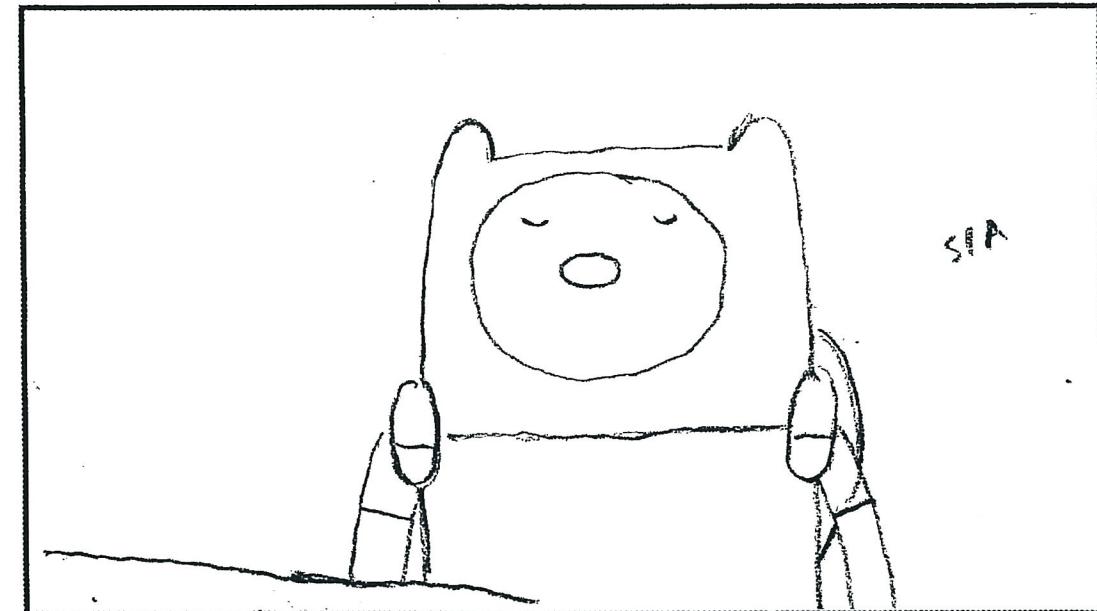
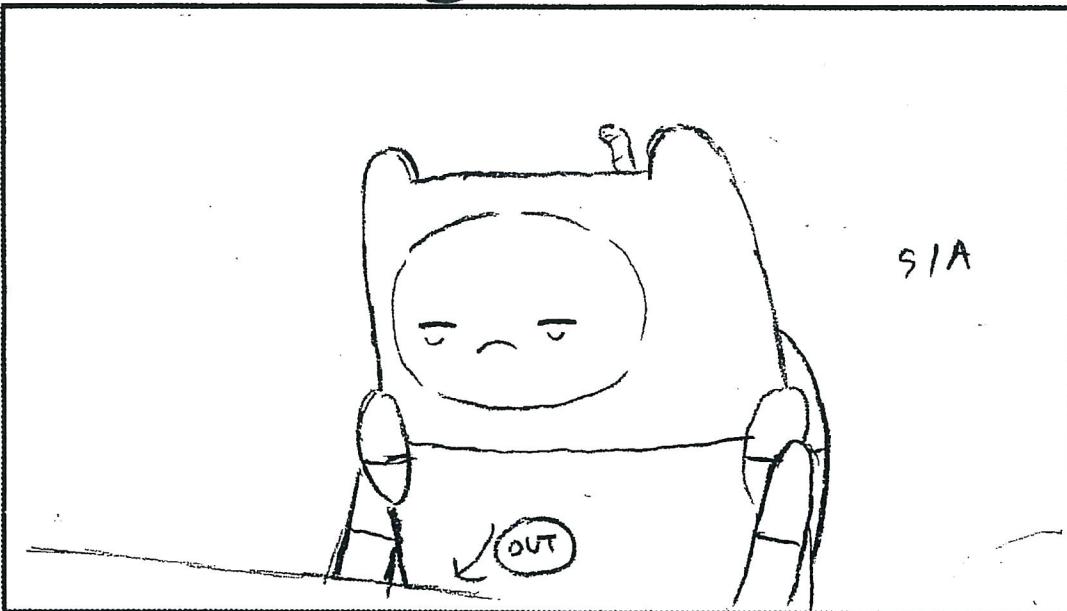
Sc. 140 cont Pnl. C

Bg.

day night

Page

221



Dialog:

F: (DEEP BREATH)

Action:

- F puts down bowl

MAR 03 2016

Timing:

Production:

EPIISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



Sc. 140 cont Pnl. D

Bg.

day night

Sc.

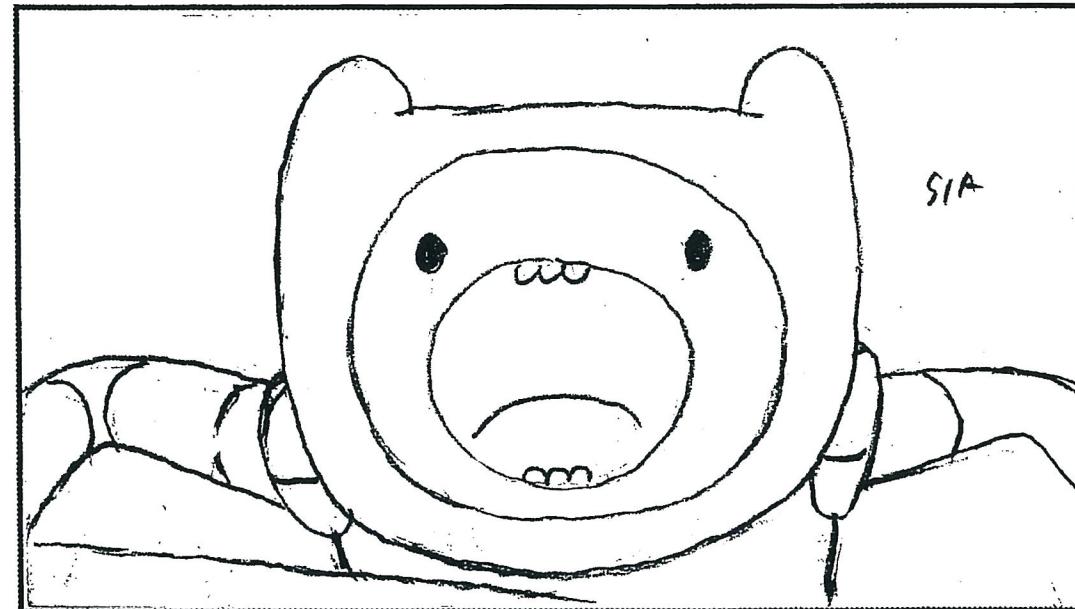
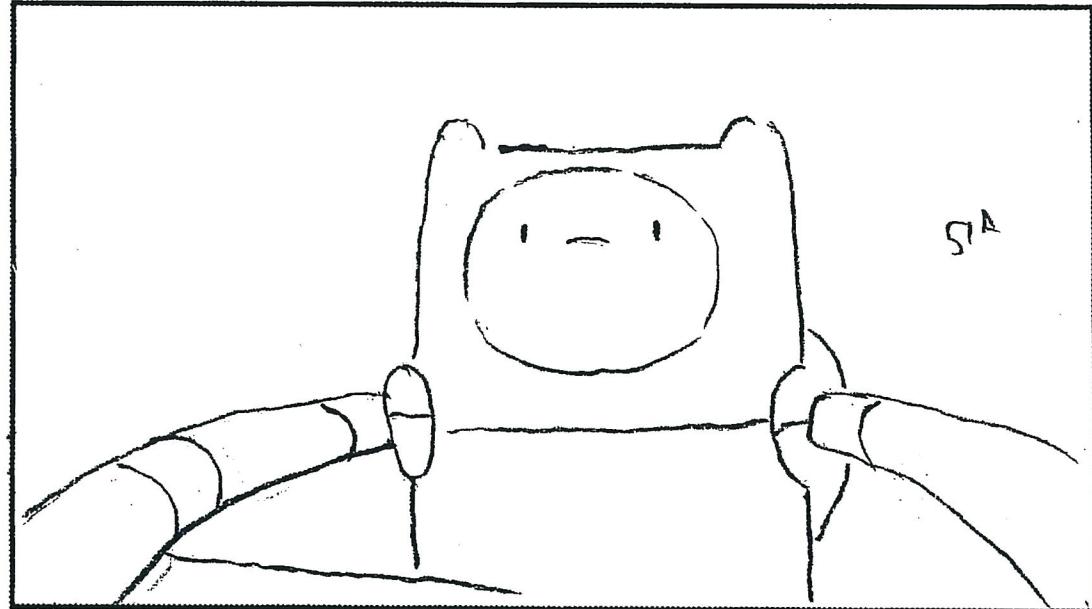
140 cont Pnl. E

Bg.

day night

Page

222



LU42-247

EPISODE #

1042 247

Dialog:

F: YO, JAMES BAKT →

Action:

-F. HOLDS JB'S HEAD.

-F. YELLS IN JB'S FACE.

MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME



Page

223

Sc. 140

~~cont~~

Pnl.

F

Bg.

day night

Sc.

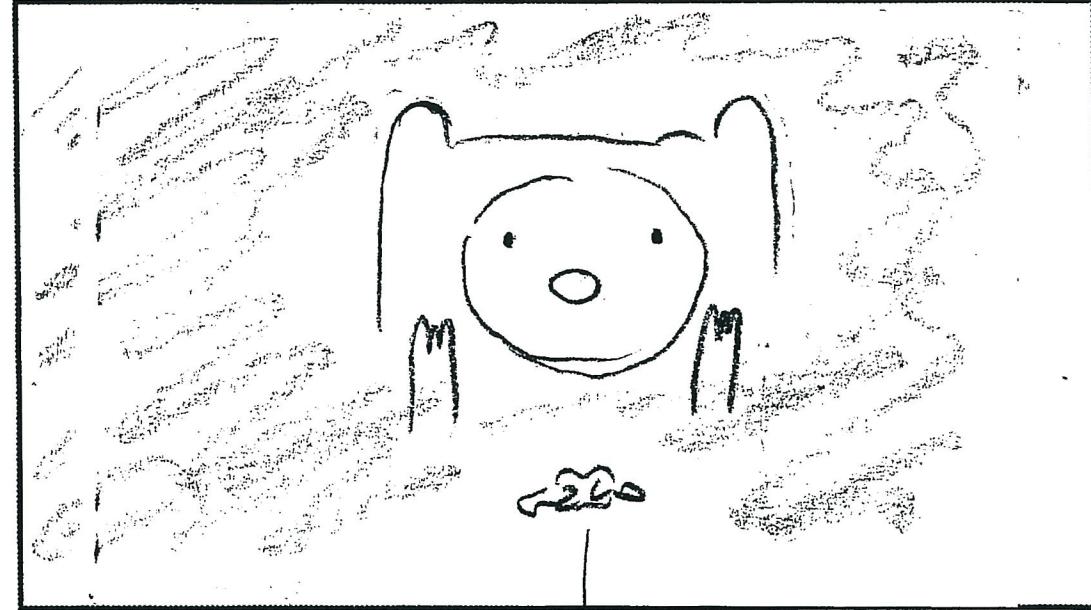
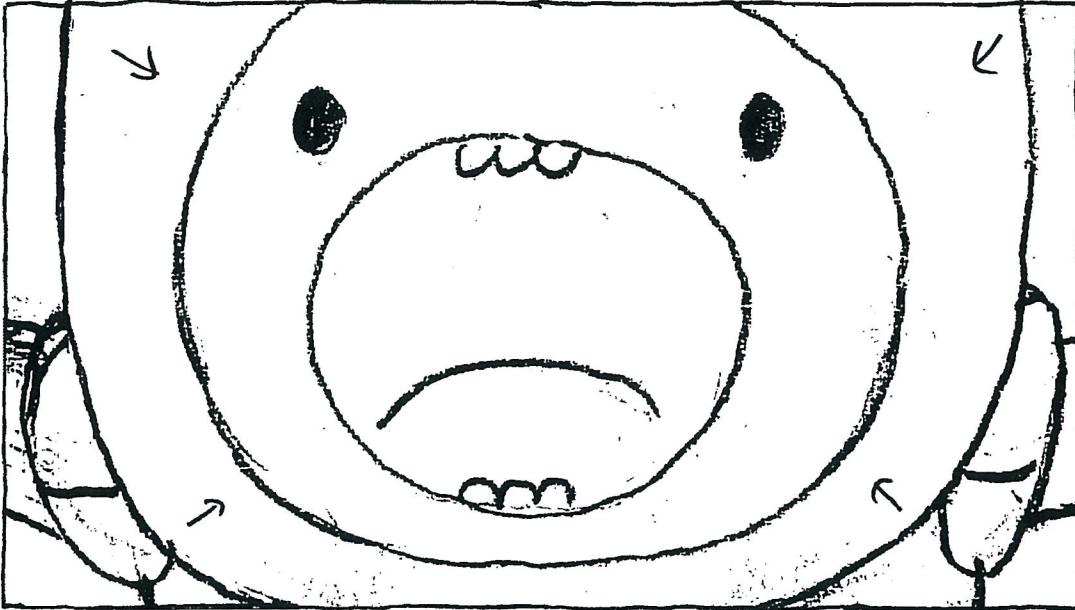
140 A

Pnl.

A

Bg.

day night

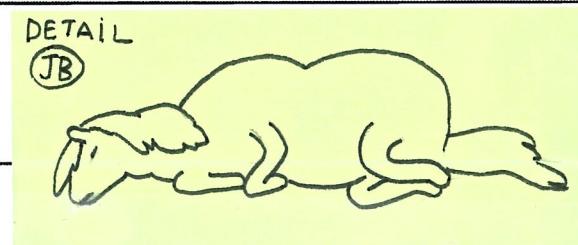


Dialog:

F: E E R - R - R . R - R

JB

Action:



Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME

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Sc. 140 A cont. nl.

B

Bg.



day night

Sc. 140 A cont. Pnl.

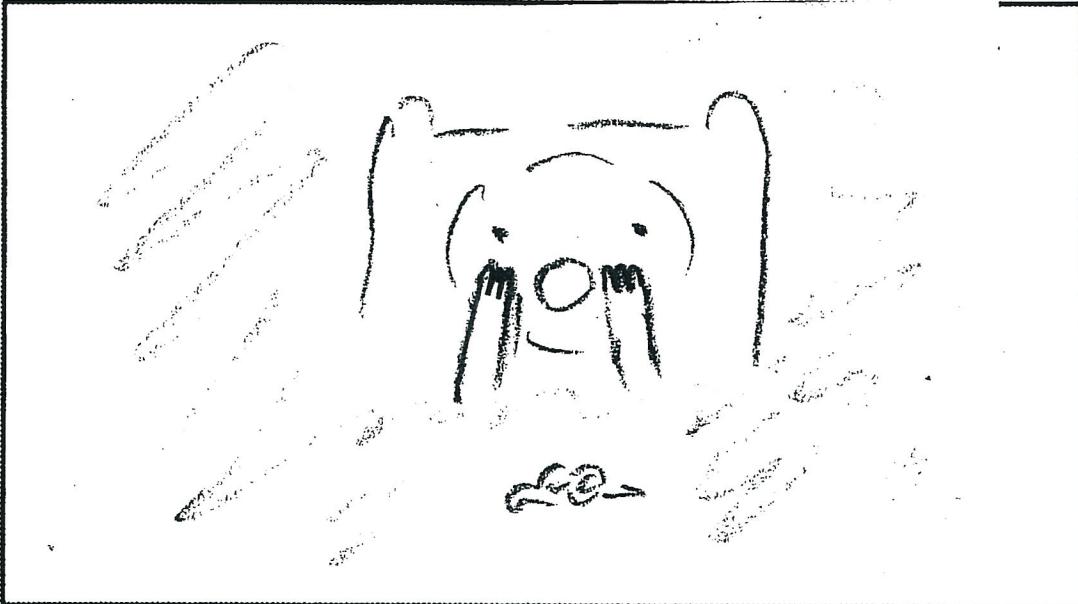
C

Bg.

Page

224

day night



Dialog:

(F) YOU  
ARE A WONDERFUL  
GENUINE ONE-OF-A-KIND --

(F) HO-O-O-O-RSE

Action:

Timing:

MAR 03 2016

Production:

EPISODE # LU42-247

1042 247

1042 247

1042 247

# ADVENTURE TIME



Sc. 140 A ~~cont~~ Pnl.

D

Bg.

day night

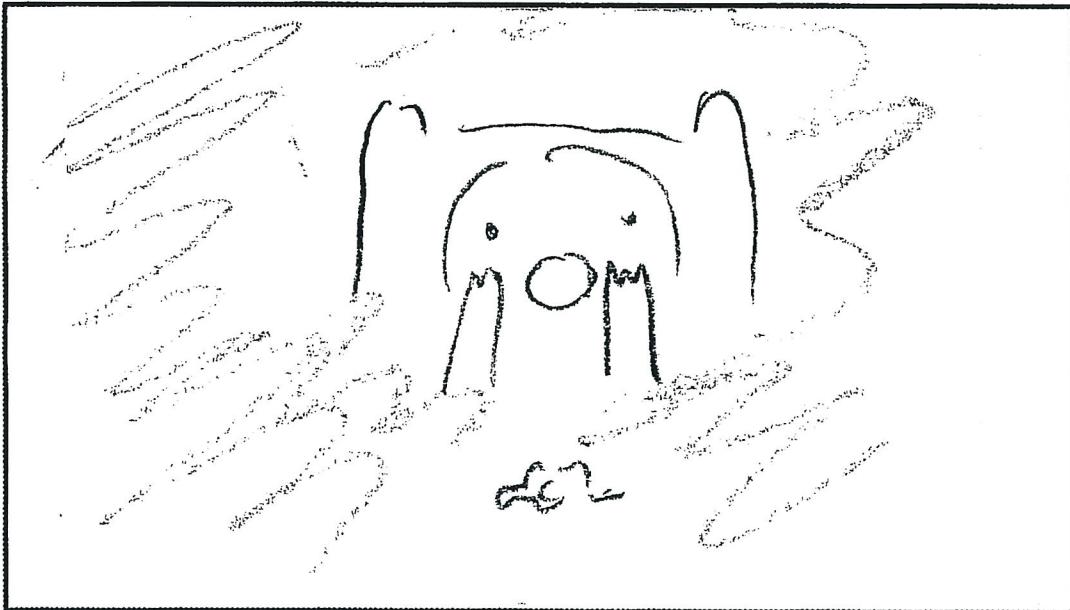
Sc. 140 A ~~cont~~ Pnl. E

Bg.

Page

225

day night



Dialog:

(P) = AND YOU MAKE  
SO MANY PEOPLE  
HAPPY JUST BY BEING →

(F) Y-O-O-O-O-O-

Action:

Timing:

MAR 03 2016

Production:

EPISODE # LU42-247

1042 247

1042 247

# ADVENTURE TIME



Page 226

Sc.

141

Pnl.

A

Bg.

day night

Sc.

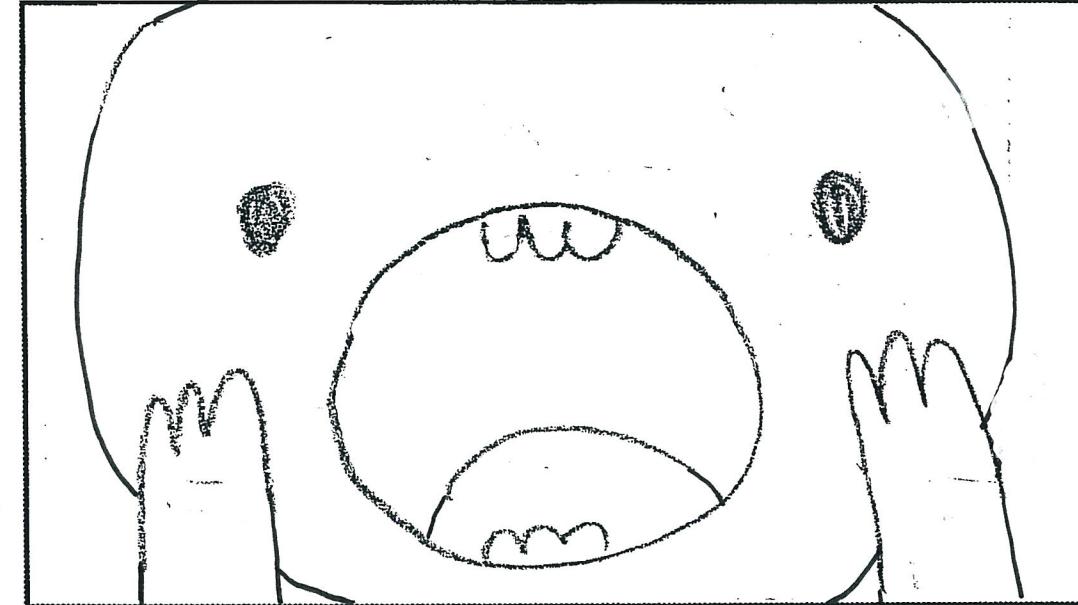
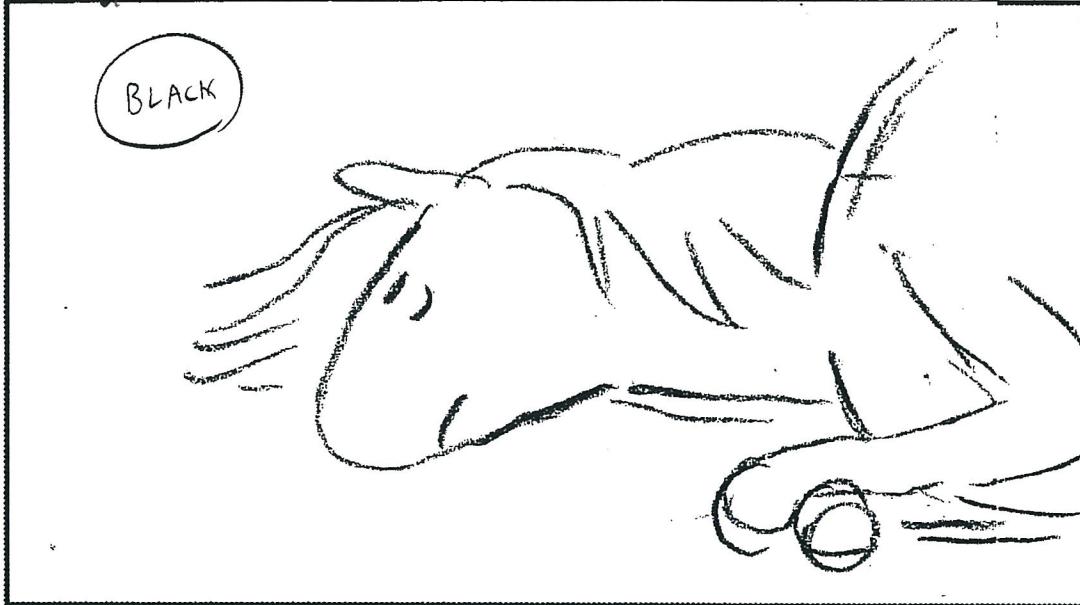
142

Pnl.

A

Bg.

day night



Dialog:

① = SO LET GO-O-  
OF WHAT'S  
LO-O-O-O-ST  
MAN

A-1

② IT'S TIME FOR  
JA-A-A-A-A-A-A-A-MEY --

Action:



Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME



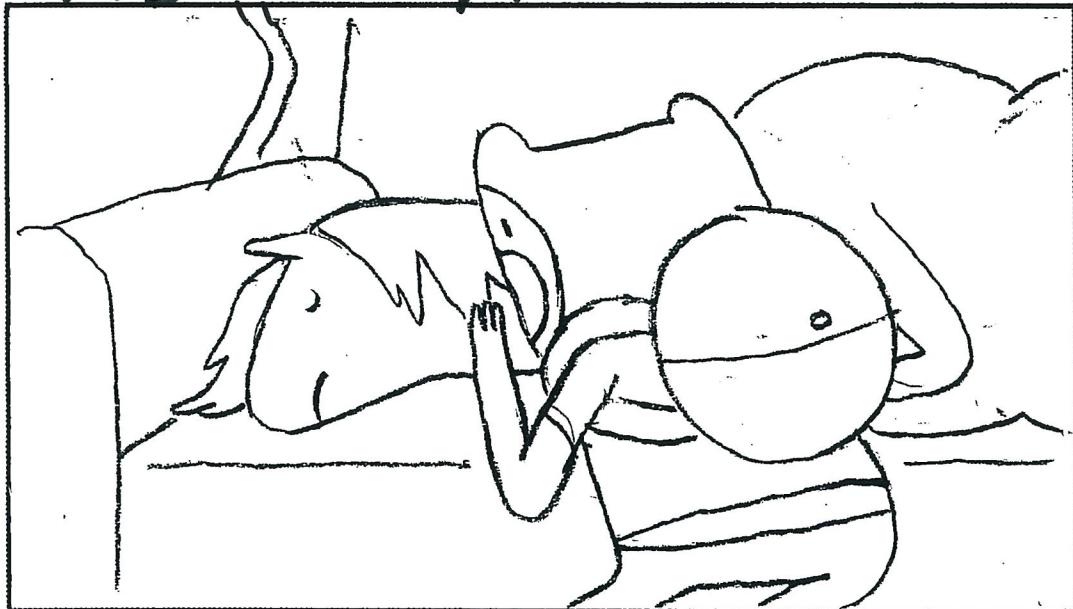
Sc. 143

Pnl.

A

Bg.

day night



Sc. 143 cont

Pnl.

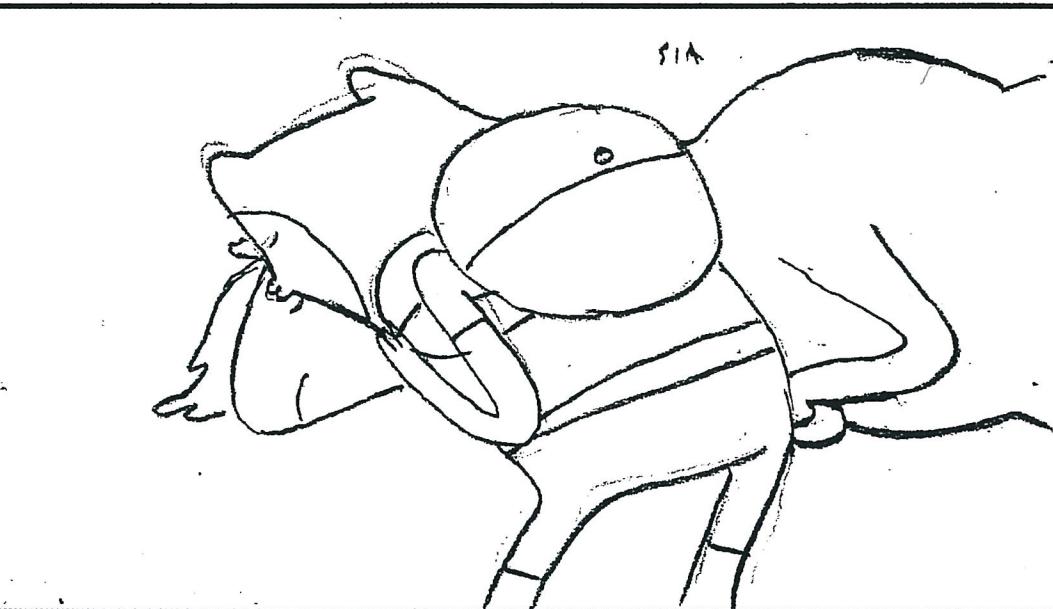
B

Bg.

Page

227

day night



Dialog:

(F) BAXTER TO  
MAKES JAMES  
BAXTER HAPPY!

Action:

(F) (S.M.A.L.L.)

- F. KISSES JB'S HEAD.

MAR 03 2016

Timing:

Production:

EPISODE # 1042 247

1042 247

1042 247

# ADVENTURE TIME



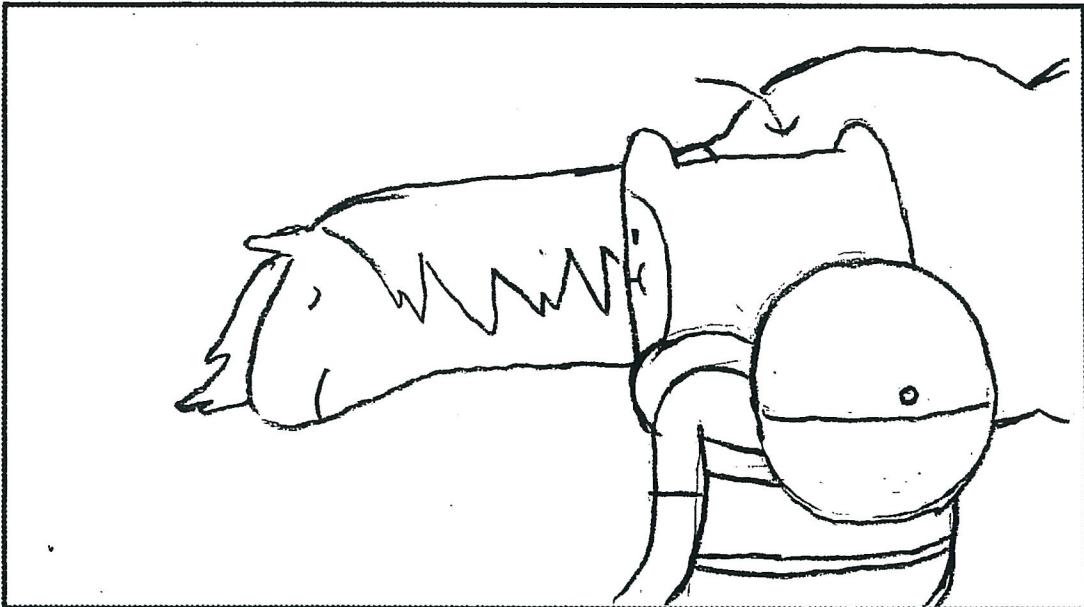
Sc.

143 cont C

Pnl.

Bg.

day night



Sc.

144

Pnl.

A

Bg.

day night



Page

228

EPISODE # 1042-247

Prc

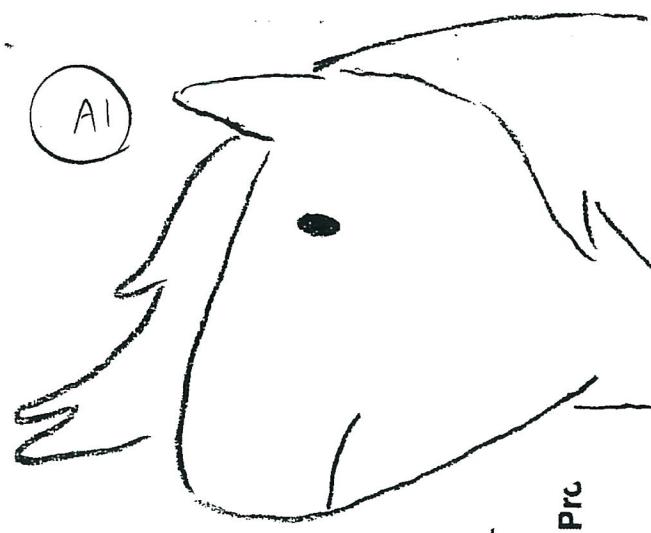
Dialog:

Action:

-JB OPENS EYES

Timing:

MAR 03 2016



1042 247

1042 247

# ADVENTURE TIME



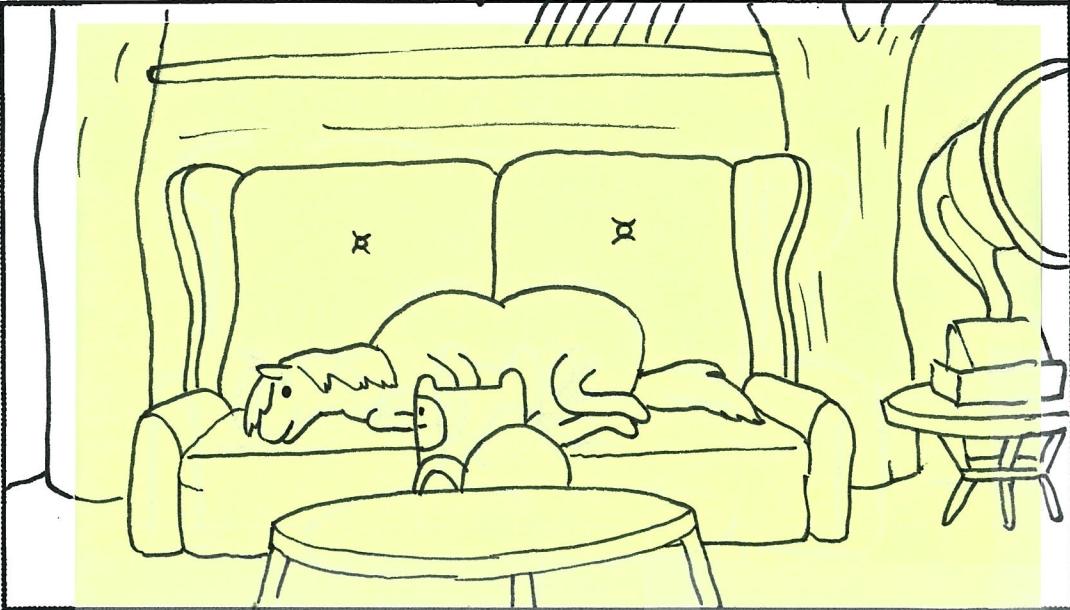
Page 229

Sc. 145

Pnl. A

Bg.

day night



Sc. 145 cont

Pnl. B

Bg.

day night



Dialog:

P: JAMES ?

Action:

-JB STNS UP



Timing:

MAR 03 2016

Production:

1042 247

EPISODE # 1042 247

1042 247

# ADVENTURE TIME



Sc. 145 cont Pnl. C

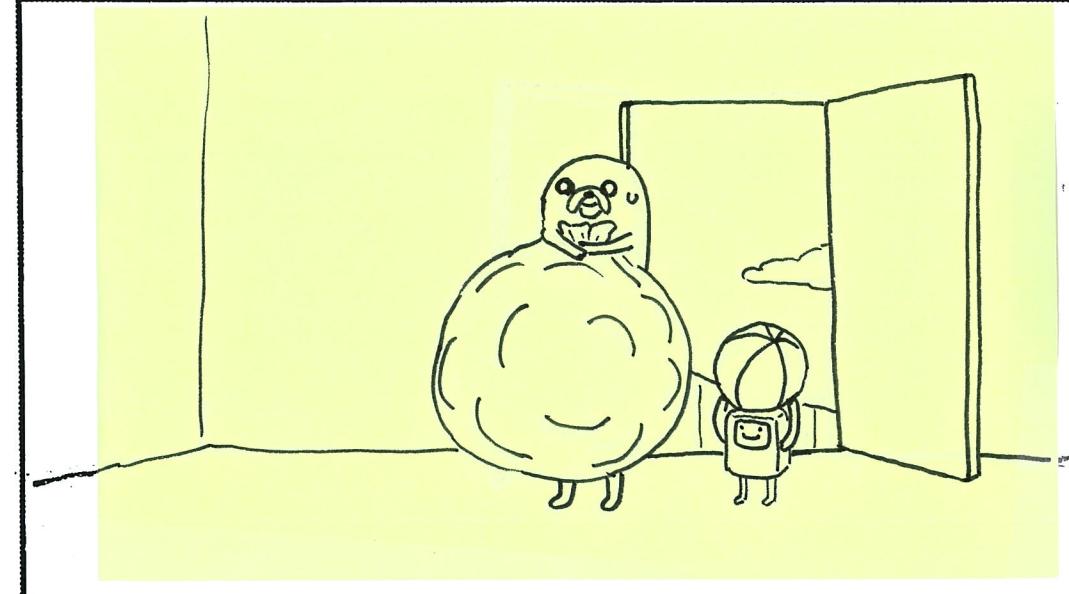
day night

Sc. 146

Pnl. A

day night

Page 230  
day night



Dialog:

SBX: <sup>(o/s)</sup> Boooom!

Action:

- FINN + JB TURN.

- J HOLDS SKIN SACK FULL OF BEACHBALLS

MAR 03 2016

Timing:

Production:

1042 247

# ADVENTURE TIME

Sc. 146 cont Pnl. B

Bg.

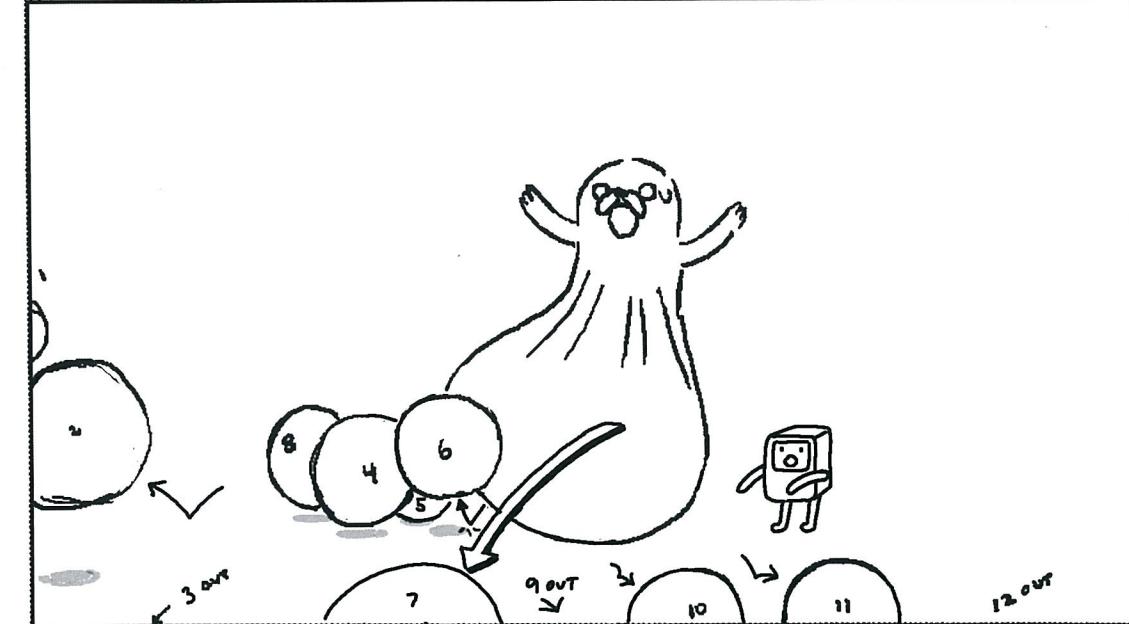


day night

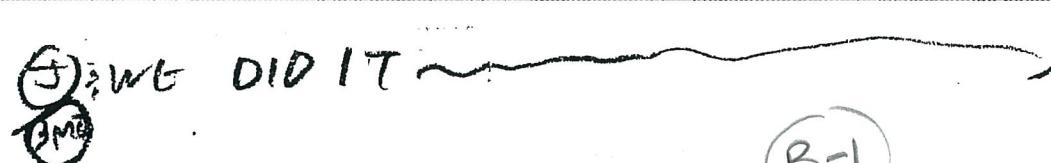
Sc. 146 cont Pnl. C

Bg.

Page 231  
day night



Dialog:



Action:

J. REVEALS

Timing:



MAR 03 2016

1042 247

EPISODE # 1042-247  
1042 247

# ADVENTURE TIME

1042 247

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Sc. 146 cont Pnl. D

Bg.



day night

Sc. 146 cont Pnl. E

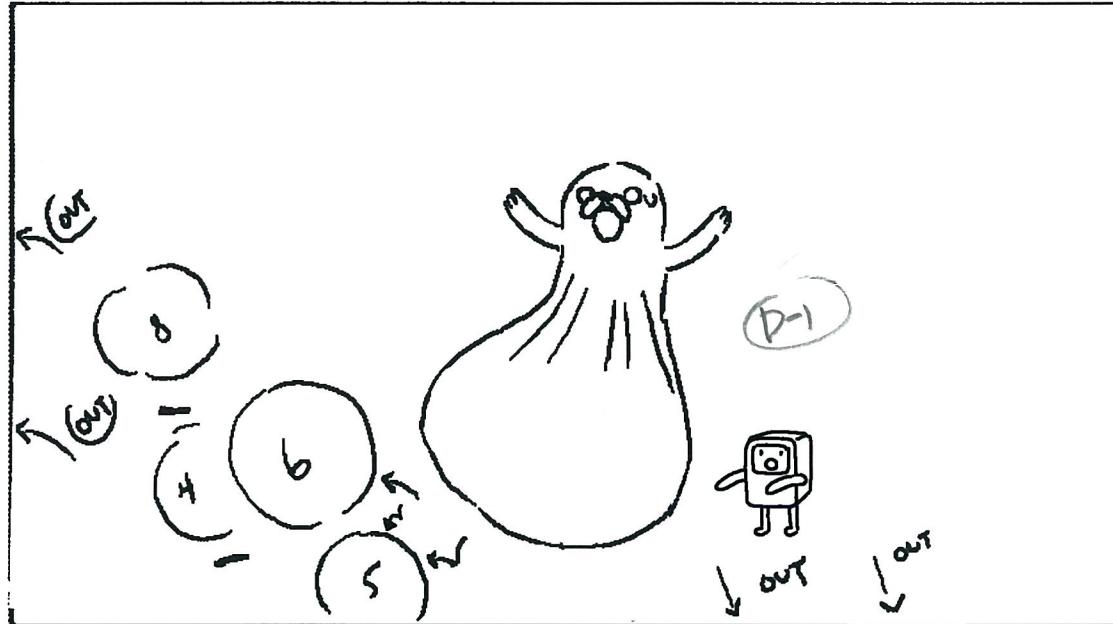
Bg.

Page

232

day night

232A/NEXT



Dialog:

① ALL THE BEACHBALLS  
YOU'LL EVER NEED!

Action: - J. GATHERS UP SKIN.

Timing:



MAR 03 2016

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EPISODE # 1042-247

1042 247

# ADVENTURE TIME

1042 247

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Sc. 146 cont Pnl. F

Bg.



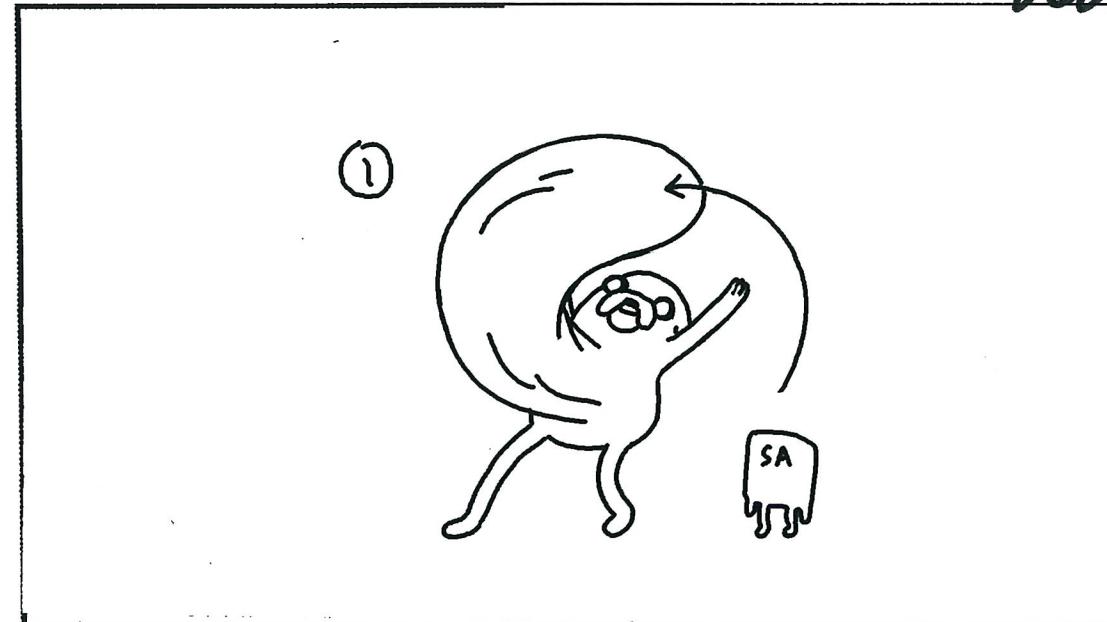
day night

Sc. 146 cont Pnl. G

Bg.

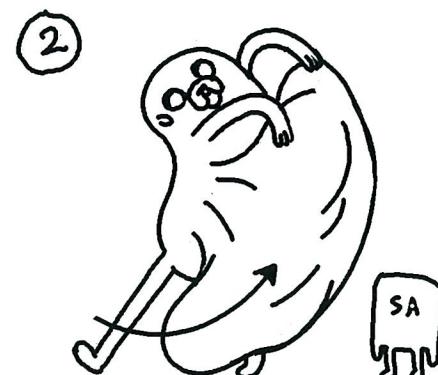
Page

232 A.  
233 B. next



Dialog:

Action:



Timing:

- J. WHIPS  
SKIN IN  
CIRCLES / SHRINKS  
BACK INTO BODY.

MAR 03 2016



1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

Sc. 146 cont Pnl. H

Bg.



day night

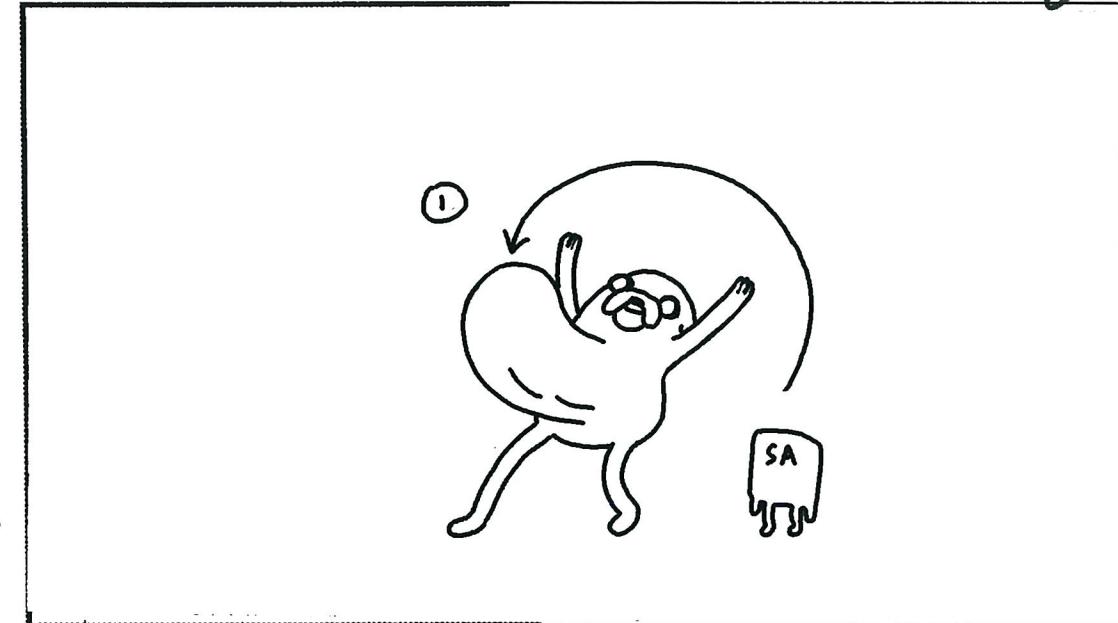
Sc. 146 cont Pnl. I

Bg.

Page

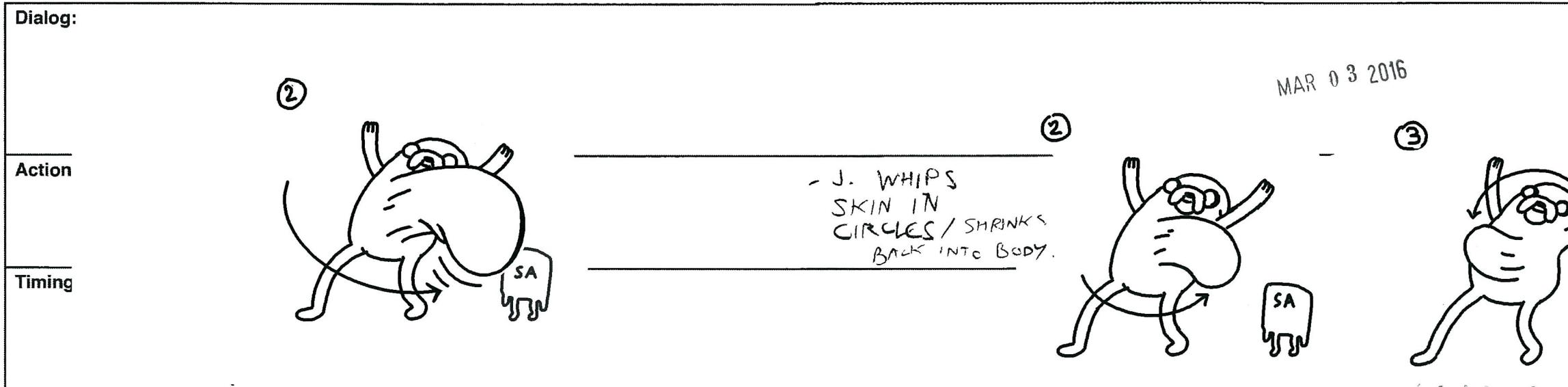
day night

232  
232C  
B  
NEXT



1042 247

Dialog:



1042 247

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# ADVENTURE TIME

Sc. 146 cont Pnl.

J

Bg.



day night

Sc.

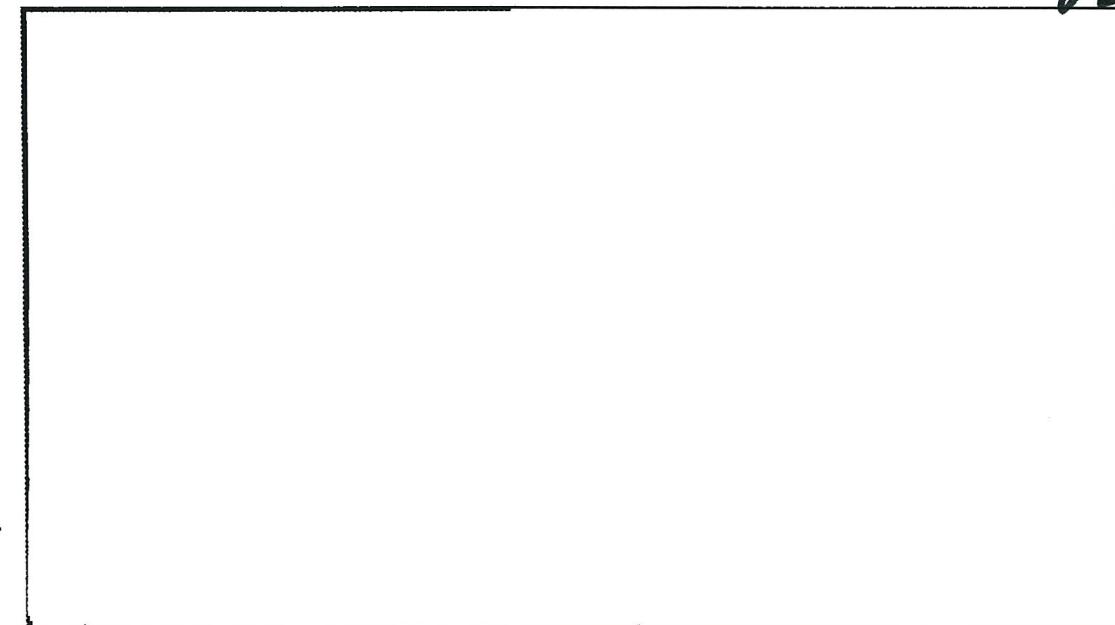
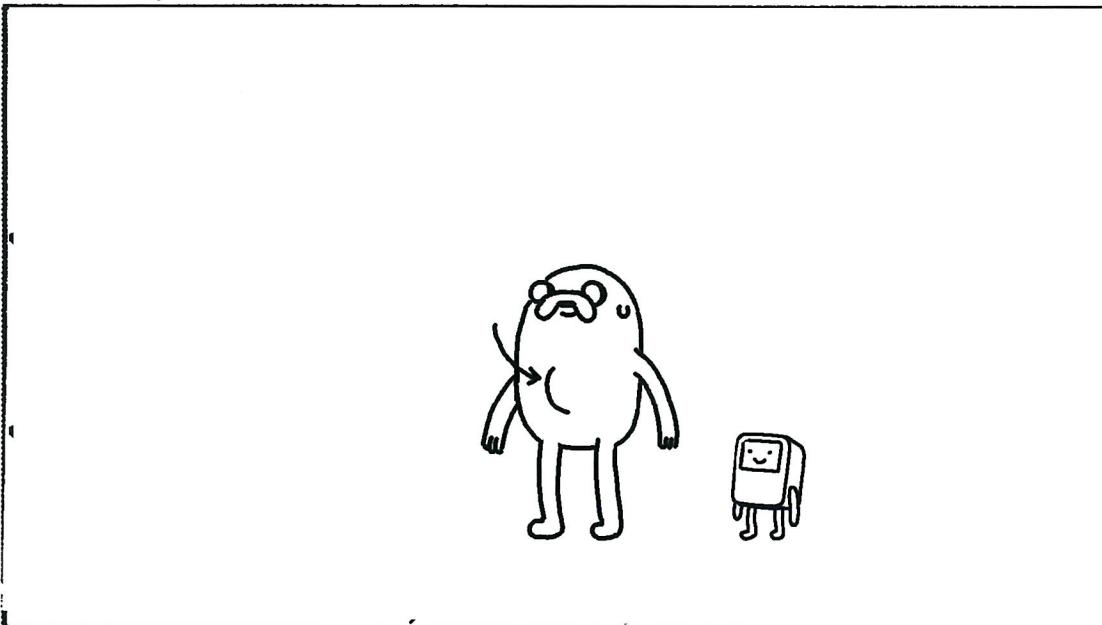
Pnl.

Bg.

Page

233 E  
233 NEXT

1042 247



Dialog:

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

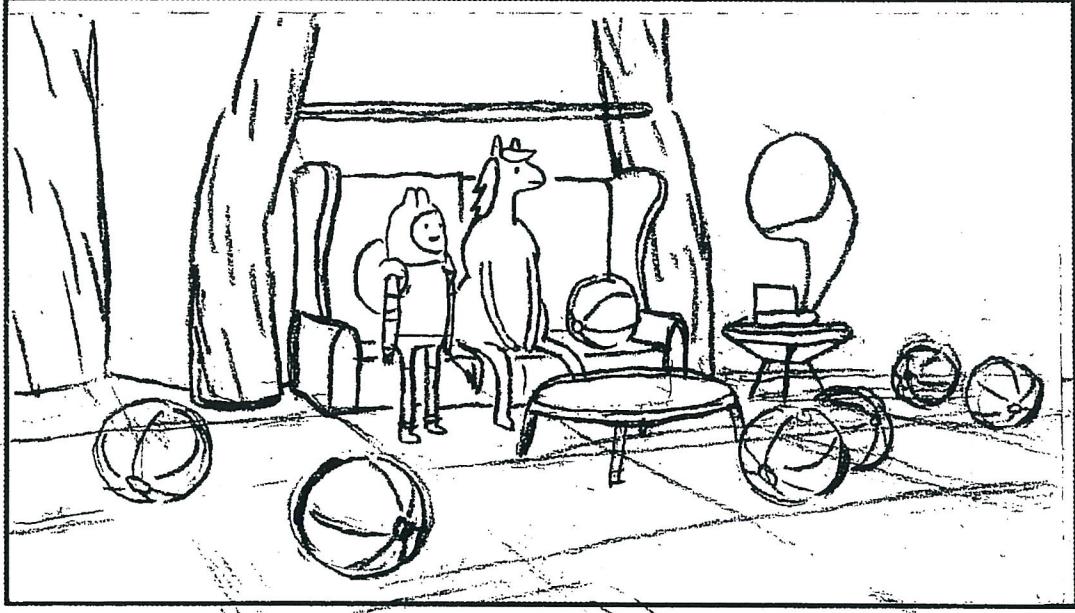
Sc. 1047

Pnl. A

Bg.



day night



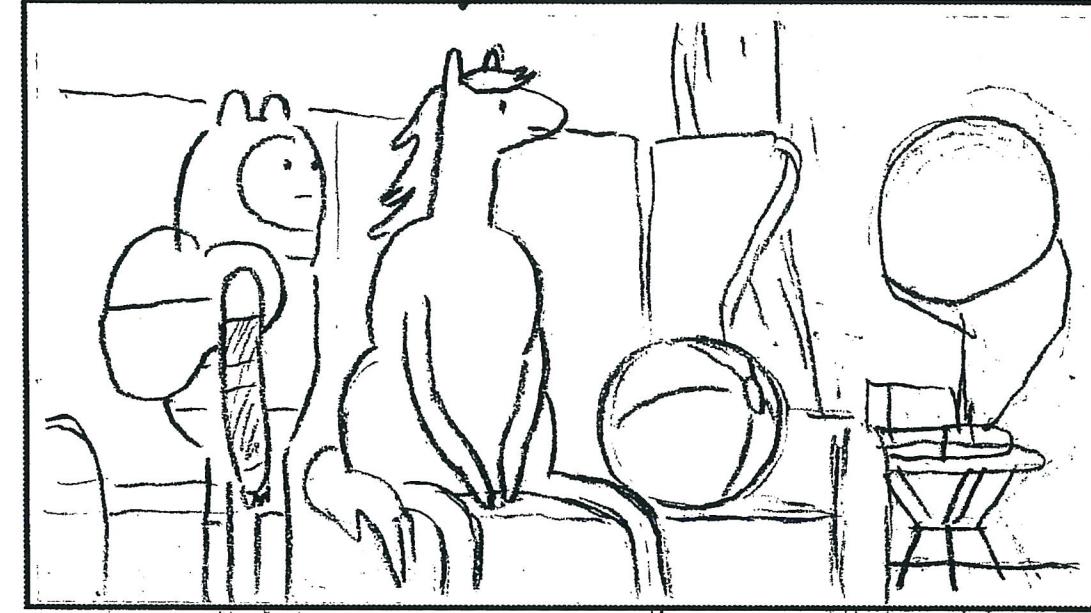
Sc. 1048

Pnl. A

Bg.

Page 333

day night



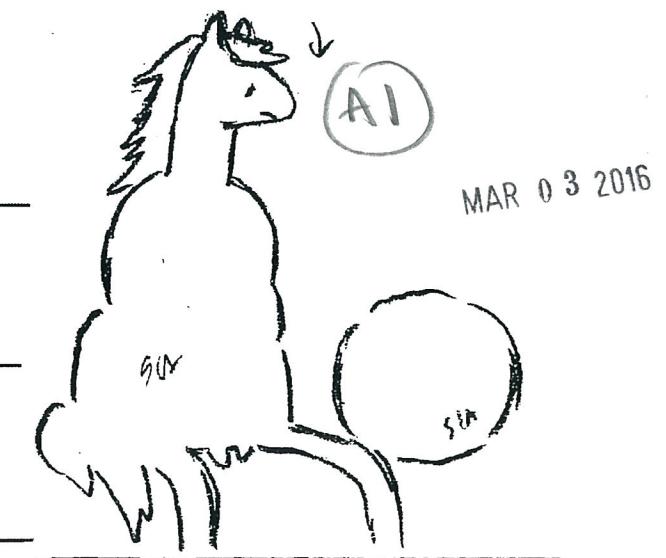
Dialog:

J ALL FOR YOU, JAMES...

Action:

- JB LOOKS AT  
BEACH BALL.

Timing:



Production:

1042 247

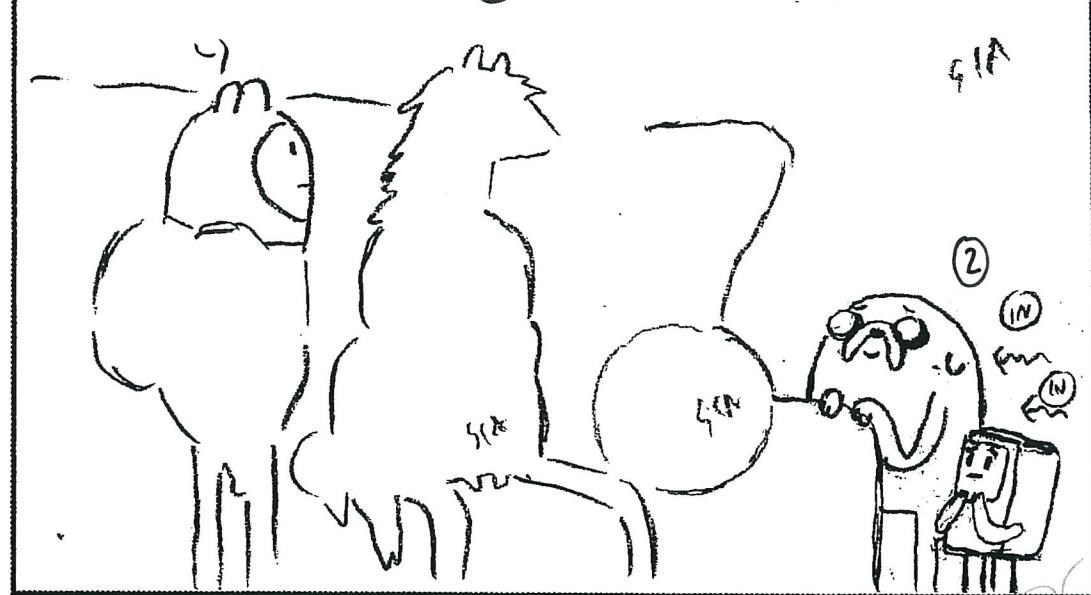
# ADVENTURE TIME



Sc. 148 cont Pnl. B

Bg.

day night



Sc. 148 cont Pnl. C

Bg.

Page 234  
day night



1042 247

EPISODE # 1042-247

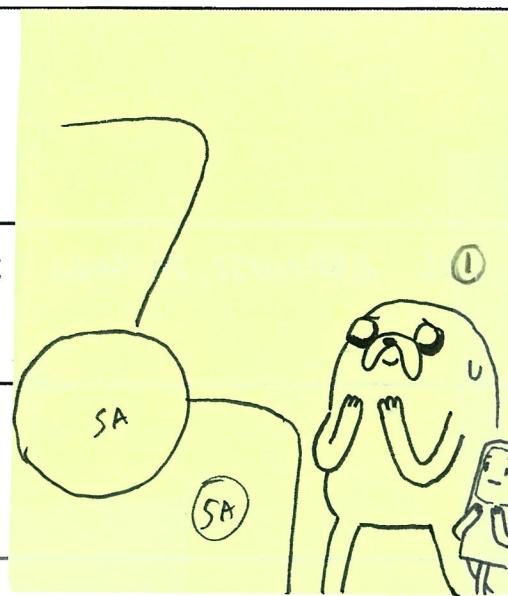
1047 247

Dialog:

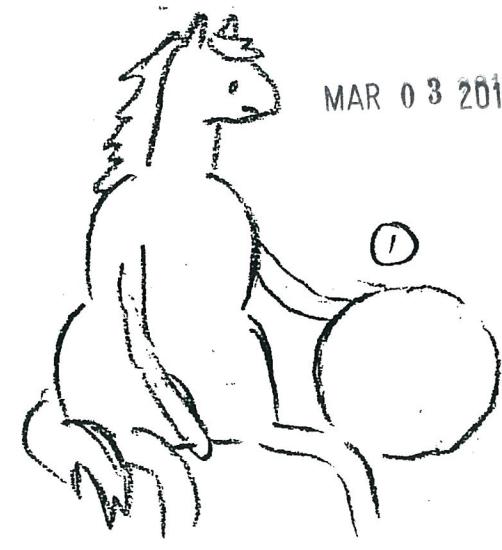
Action:

- J + BMO WALK ON, S  
looking towards JB

Timing:



- JB PICKS UP BEACHBALL



1042 247

MAR 03 2016

# ADVENTURE TIME

Sc. 148 cont Pnl. D

Bg.

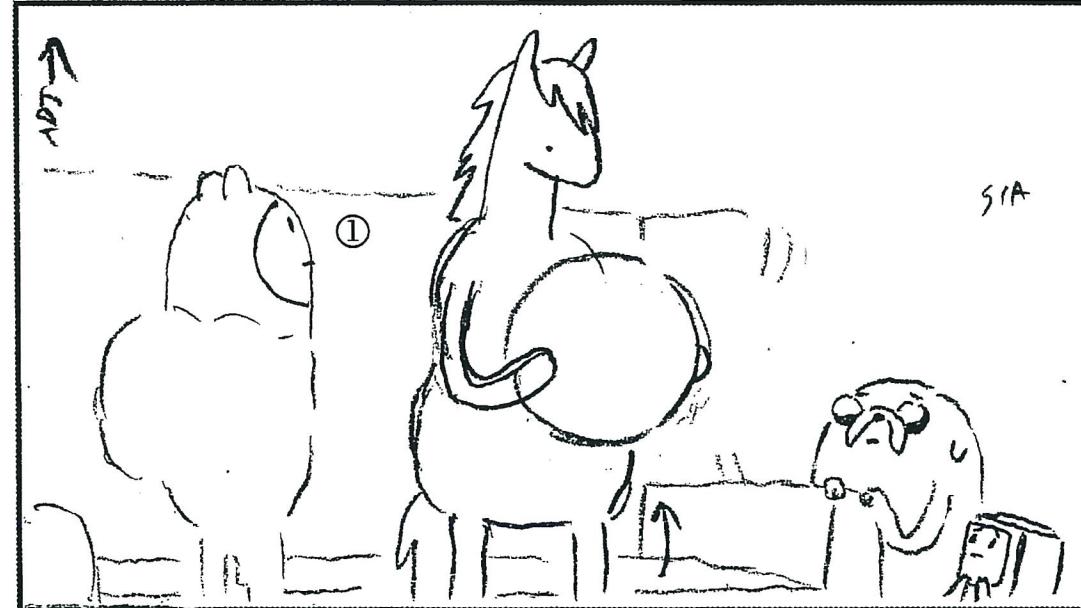


day night

Sc. 148 cont Pnl. E

Bg.

Page 305  
day night

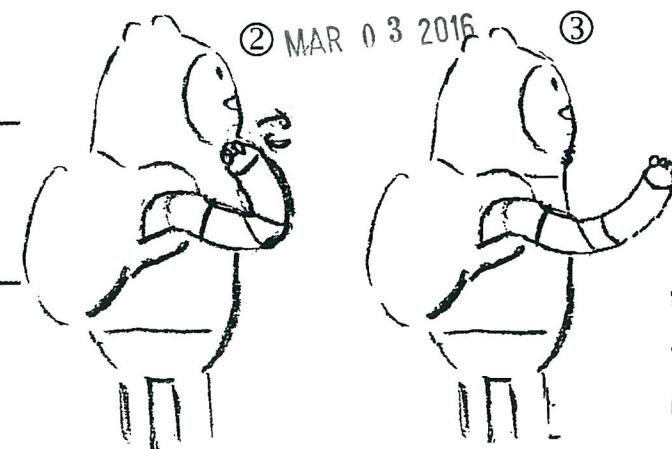


Dialog:

① JAMES - JAMES - JAMES - JAMES

Action:

- JAMES STANDS  
- ADJ w/ JAMES  
- F DOES FIST PUMP



Timing:

Production:

1042 247

EPISODE # 1042-247

1042 247

# ADVENTURE TIME

Sc. 1449

Pnl. A

Bg.



day night



Sc. 1449 cont Pnl. B

Bg.

day night

Page

936



Dialog:

Action:

- JB SHAKES HEAD

MAR 03 2016

Timing:

Production:

EPISODE # 1042-247

1042 247

1042 247

1042 247

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# ADVENTURE TIME

Sc. 150

Pnl.

A

Bg.



day night

Sc.

Pnl.

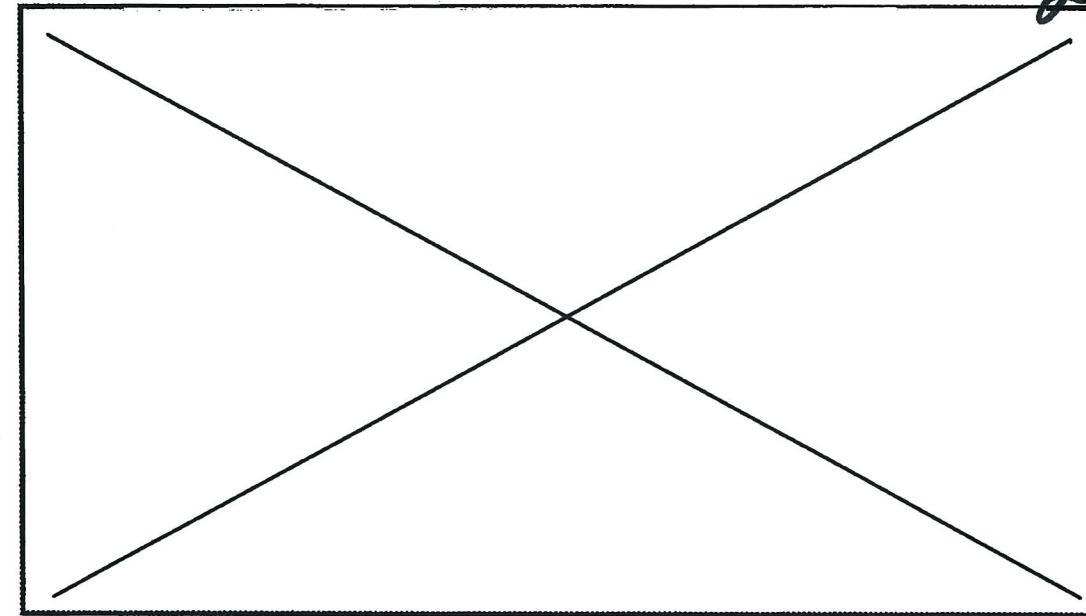
Bg.

Page

237

day night

207ANEX7



Dialog:

J

WHAT!

Action:

J8 = puts down  
BALL



Timing:

MAR 03 2016

Production:

EPISODE # 1042-247

1042 247

1042 247

# ADVENTURE TIME

Sc.

Pnl.

Bg.

day night

Sc.

150 cont B

Page

237A  
238 WEST

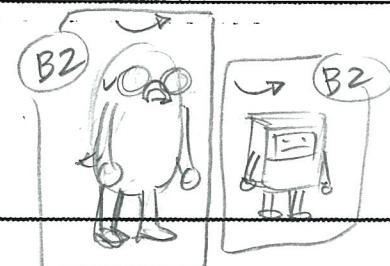
Bg.



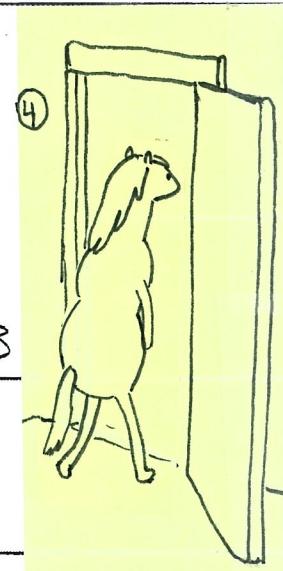
EPISODE # 1042-247

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Dialog:



JB  
- WANTS art  
Dcar  
- PAN w/ JB



Action:

Timing:

MAR 03 2016

Production:

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# ADVENTURE TIME



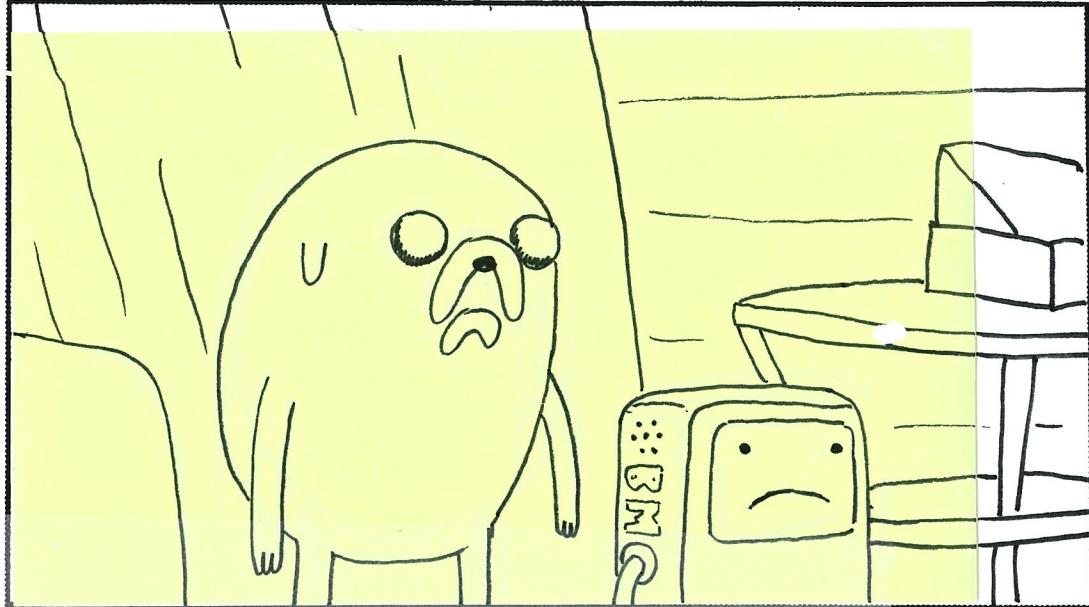
Sc. 151

Pnl.

A

Bg.

day night



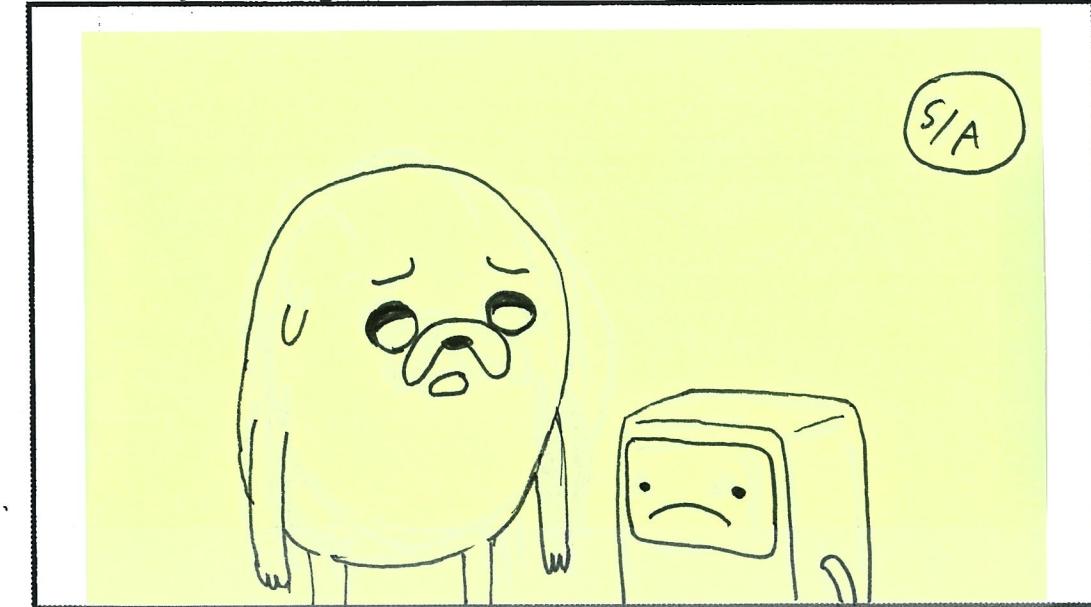
Sc. 151 cont

Pnl.

B

Bg.

Page 238  
day night



Dialog:

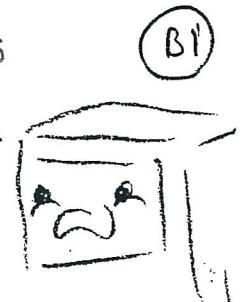
G: WE WERE  
TOO LATE.

(BMO) JAMES  
BAXTER IS  
RUINED FOREVER!

MAR 03 2016

Action:

Timing:



Production:

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# ADVENTURE TIME

Sc. 151 cont Pnl. C

Bg.



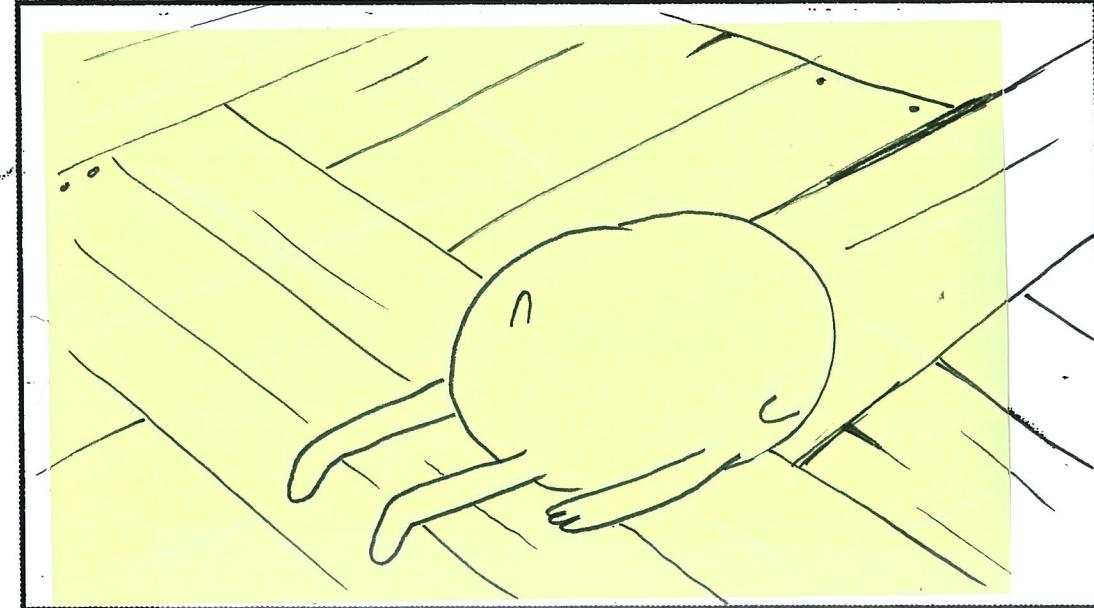
day night

Sc. 152

Pnl. A

Page 239

day night

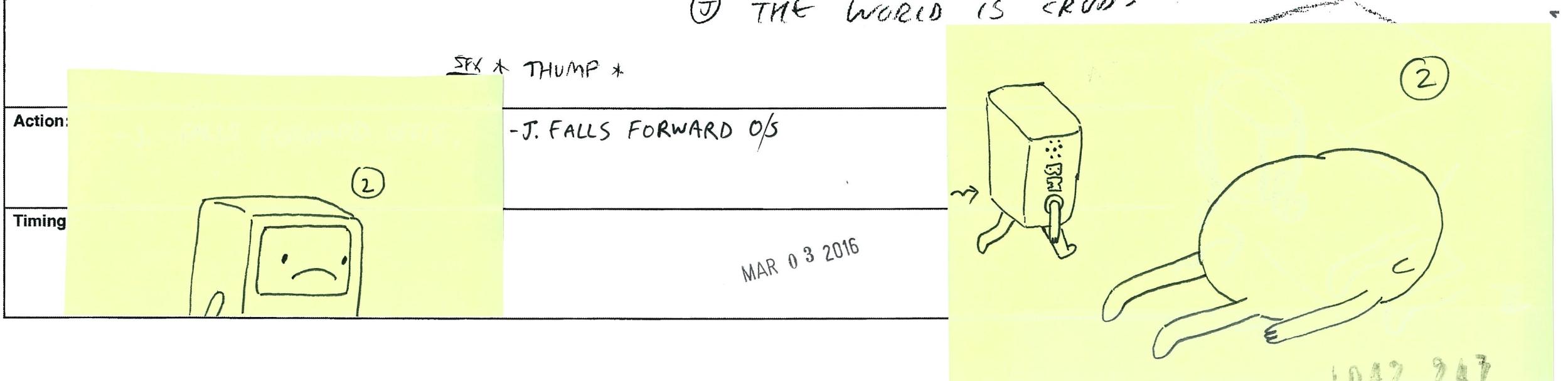


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Dialog:

(J) THE WORLD IS CRUD.



## ADVENTURE TIME

Sc. 152 cont

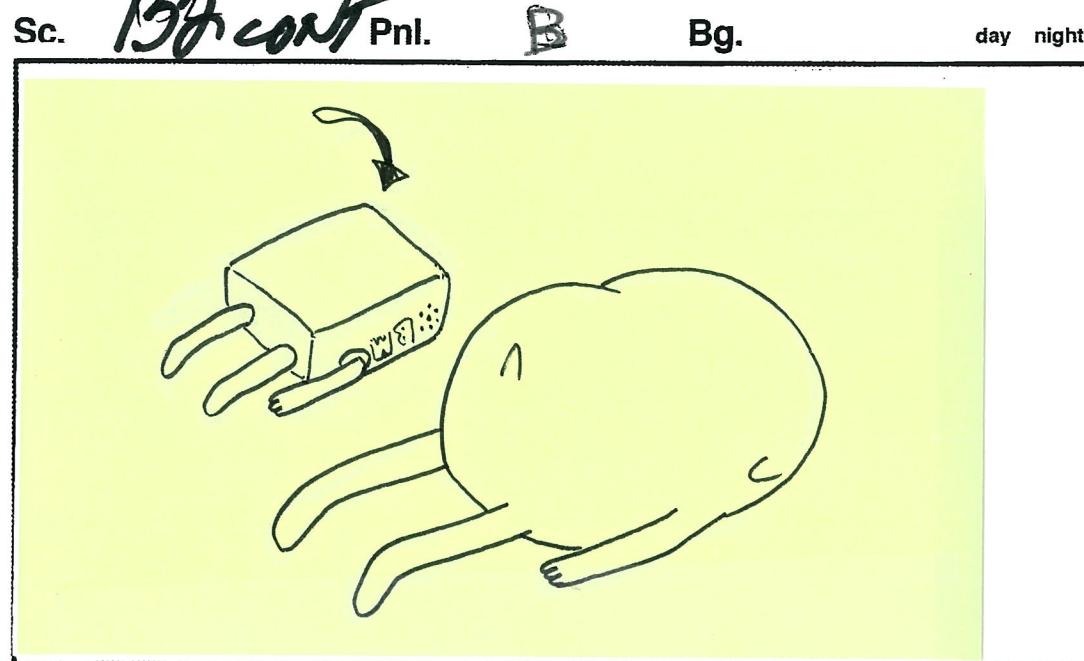
Pnl.

B

Bg.



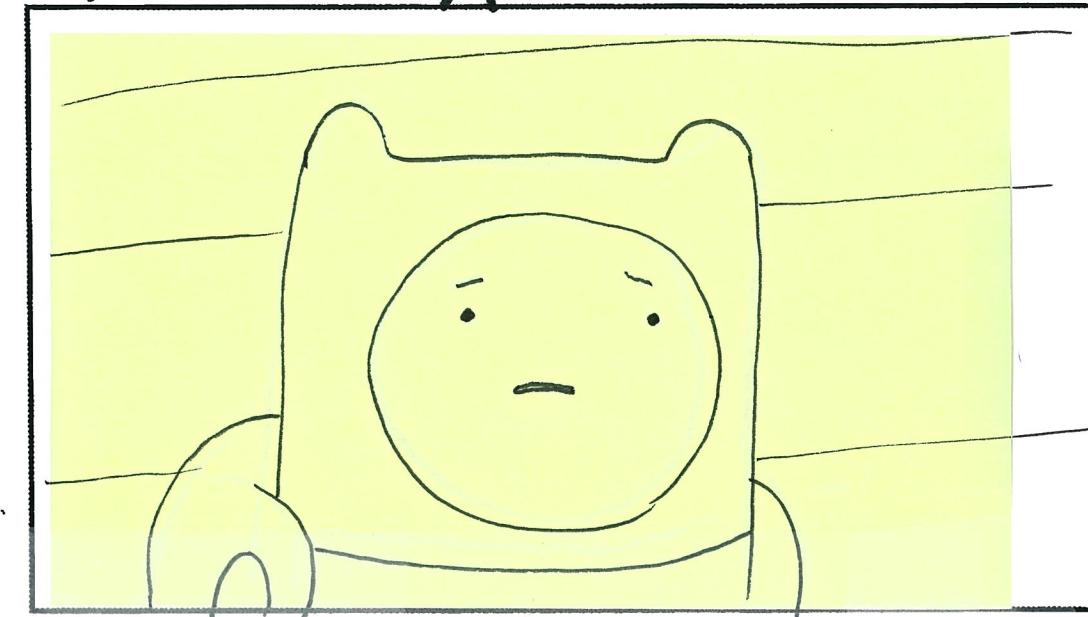
day night



Sc. 153

Pnl. A

Bg.

Page 240  
day night

## Dialog:

SPX:  
\* CLACK \*

Action: - BMO FLAPS FACE DOWN,

MAR 03 2016

## Timing:

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# ADVENTURE TIME

Sc. 153 cont Pnl. B

Bg.

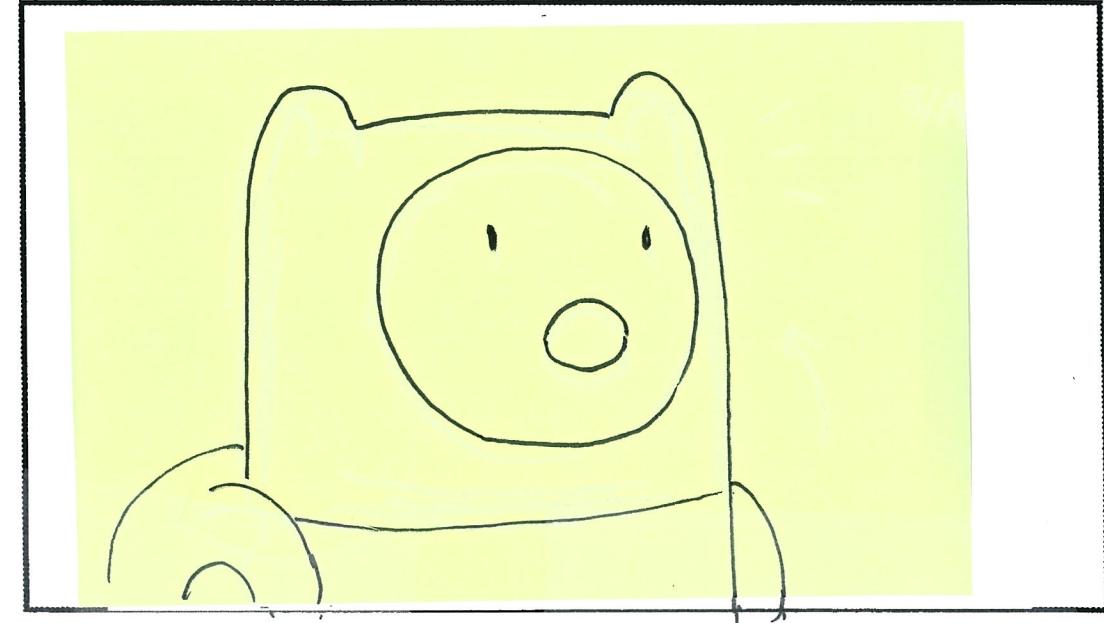


day night

Sc. 153 cont Pnl. C

Bg.

Page 241  
day night



Dialog:

⑩: (angry)  
J-A-A-A-N-M-E-S  
B-A-T-E-E-E-R

⑪: JAMES BAYTER!

Action:

- DISTANT CRY.

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Timing:

Production:

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# ADVENTURE TIME

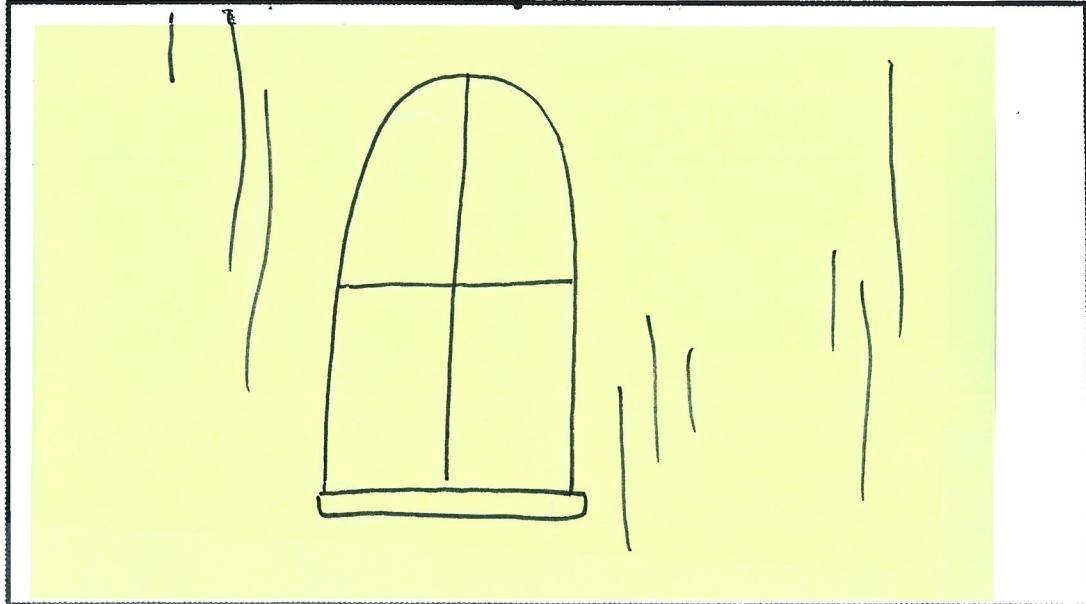


Sc. 154

Pnl. A

Bg.

day night

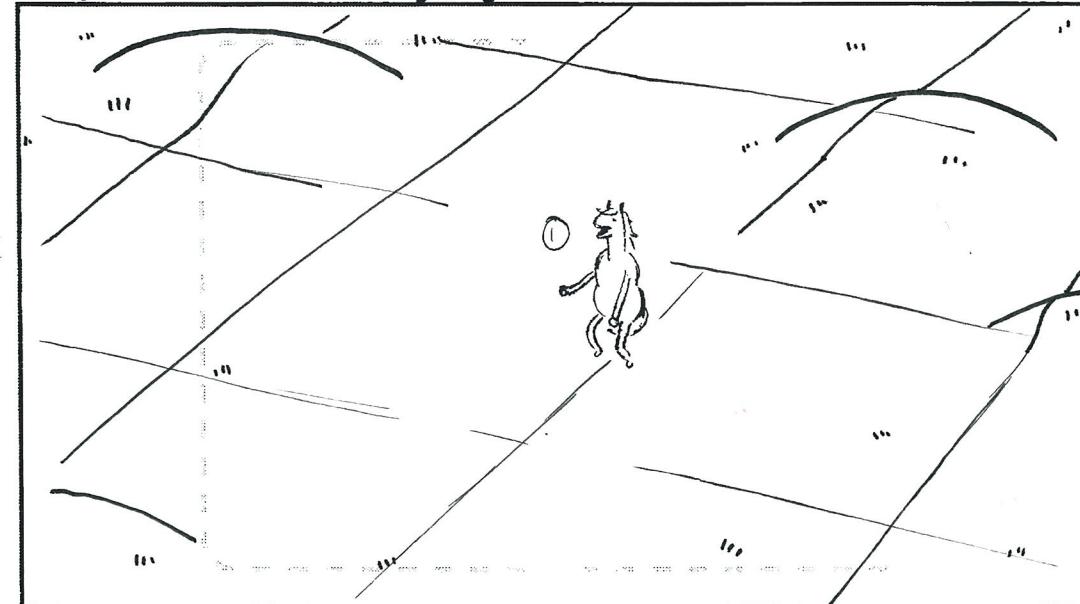


Sc. 155

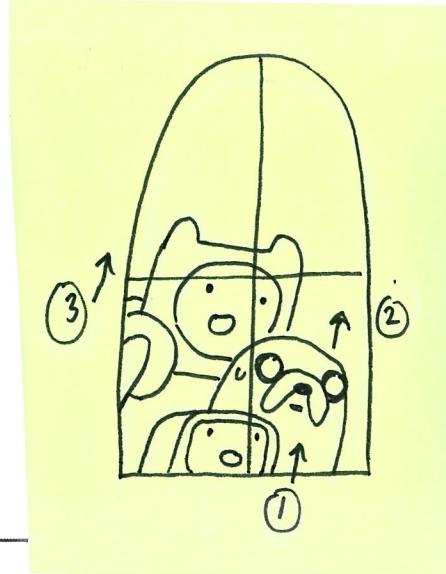
Pnl. A

Bg.

day night



Dialog:



Action:

-FJ, BMO RUSH  
TO WINDOW.

Timing:

⑧ JA-A-A-MES →  
① ②

-DANCING  
-STEADY MOVES  
-ARMS UP AND DOWN  
-BUTT SIDE TO SIDE



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## ADVENTURE TIME



Sc.

155 cont Pnl. B

Bg.

day night

Sc.

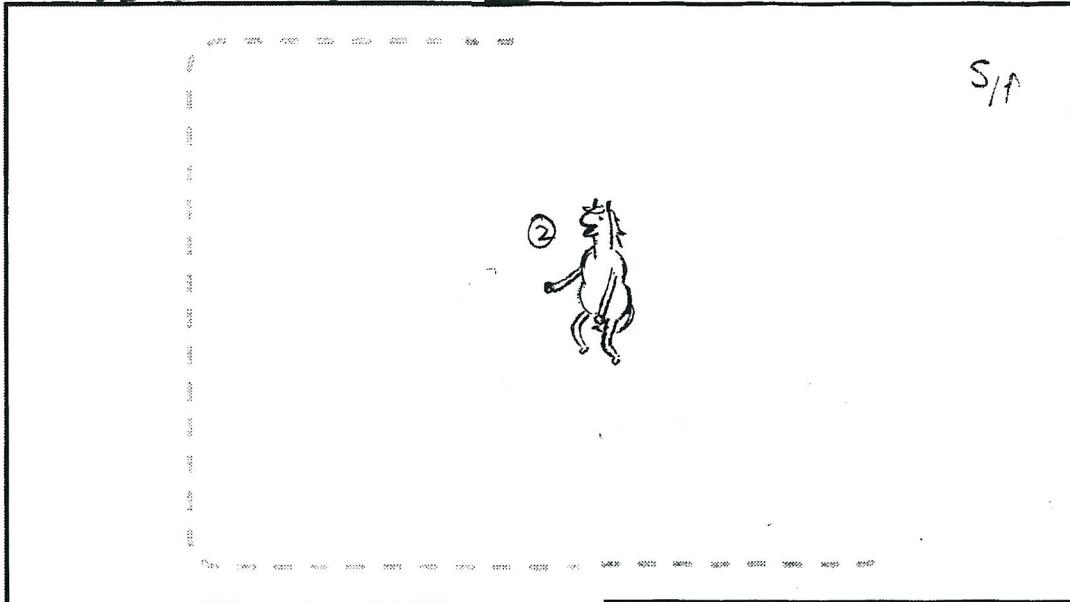
155 cont Pnl. C

Bg.

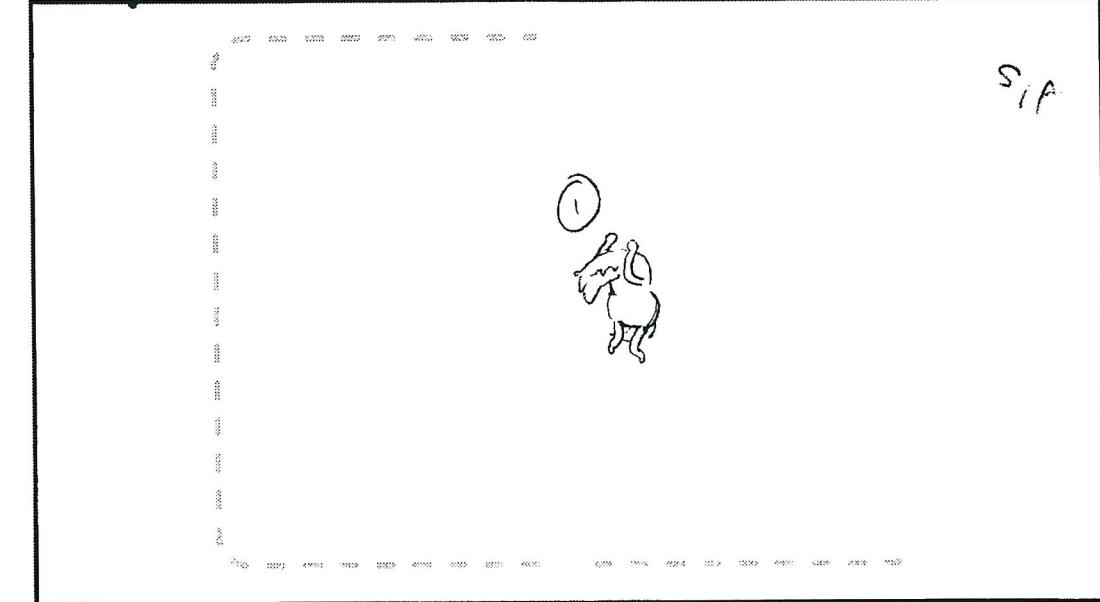
day night

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S/F



S/F

Dialog: ②: BAXTER. R.R.!  
(CHANGES NAME TO A RHYTHM)

(4 BEATS, SAME LENGTH AS)  
"JAMES BAXTER"  
(MAYBE HE CAN SAY "BOMP-BOMP-BOMP-BOMP")

Action:

①, ②, ①, ②

MAR 03 2016



Timing:



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EPISODE # 1042-247

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# ADVENTURE TIME



Page

244

Sc.

Pnl.

Bg.

day night

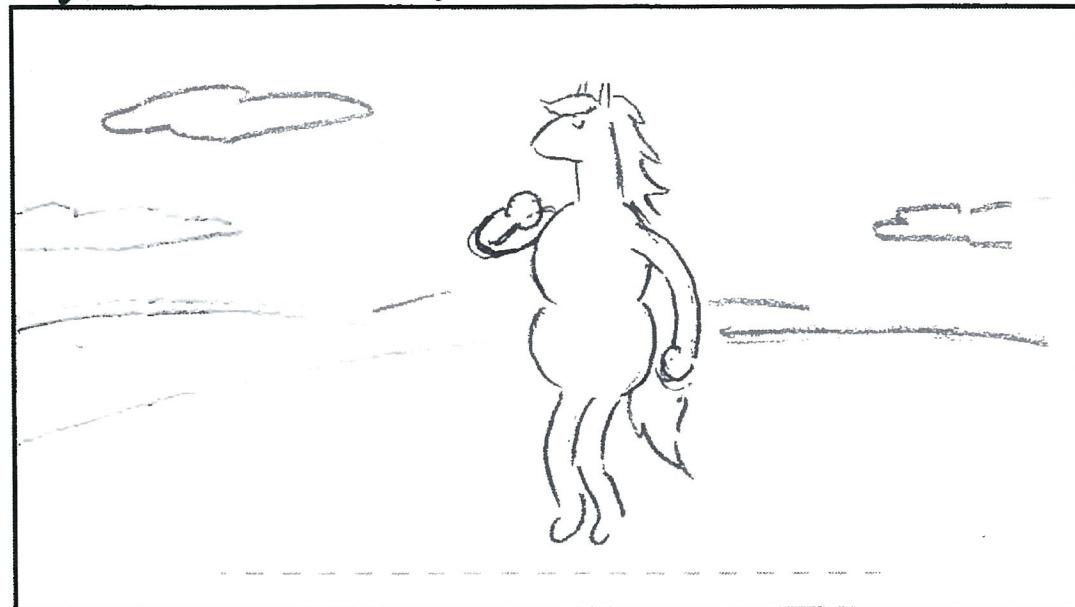
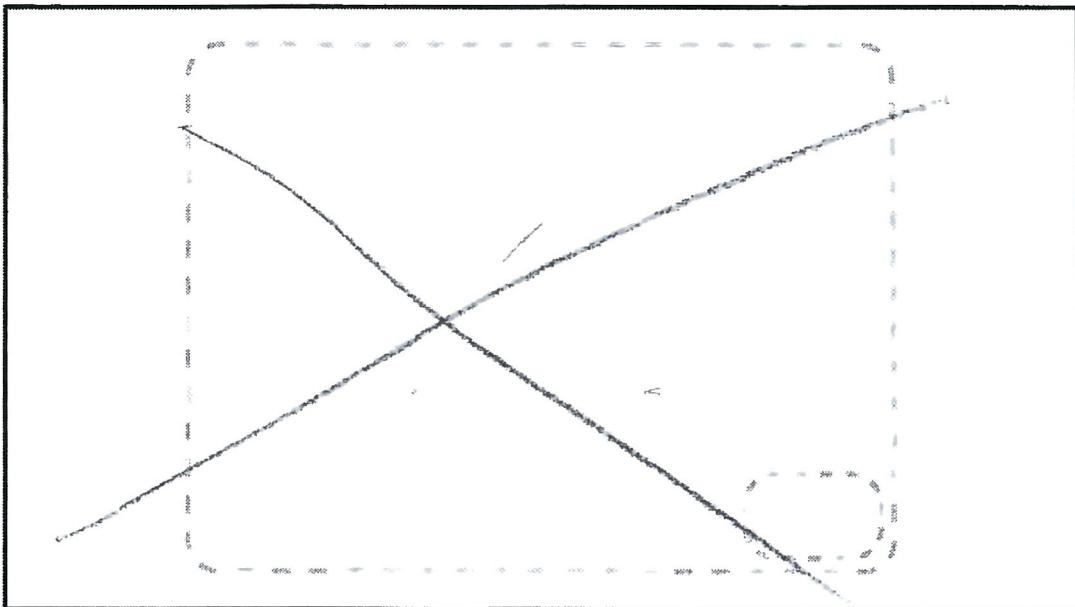
Sc. 15b

Pnl.

A

Bg.

day night



Dialog:

③ J A - N - A - M E S  
① ↗

Action:

(THIS HALF OF SCENE  
REPRESENTED  
"THESE BOOTS ARE MADE  
FOR WALKIN'")  
② - DIP THEN WIGGLE  
CHEST / HIPS

Timing:



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# ADVENTURE TIME



Page 245

Sc. 156 cont Pnl. B

Bg.

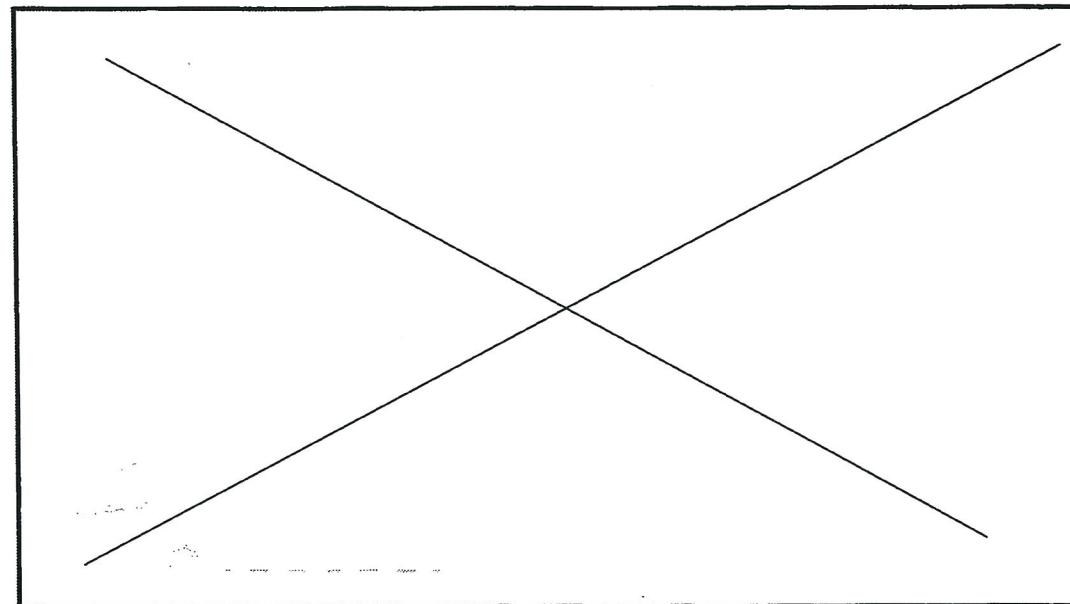
day night

Sc.

Pnl.

Bg.

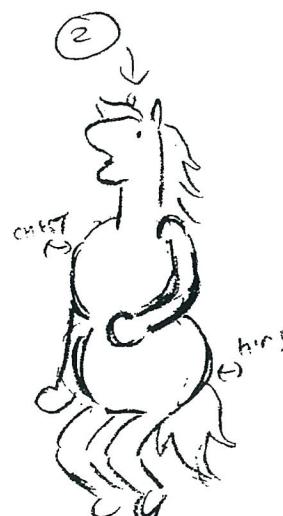
day night



Dialog: (B) BAXTER R - R.R  
 ① ② →

Action: - RISE BETWEEN  
 "JAMES" AND "BAXTER" ①  
 - DIP + WIGGLE CHEST/  
 HIPS

Timing:



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Production:

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# ADVENTURE TIME

Sc. 156 cont Pnl. C

Bg.

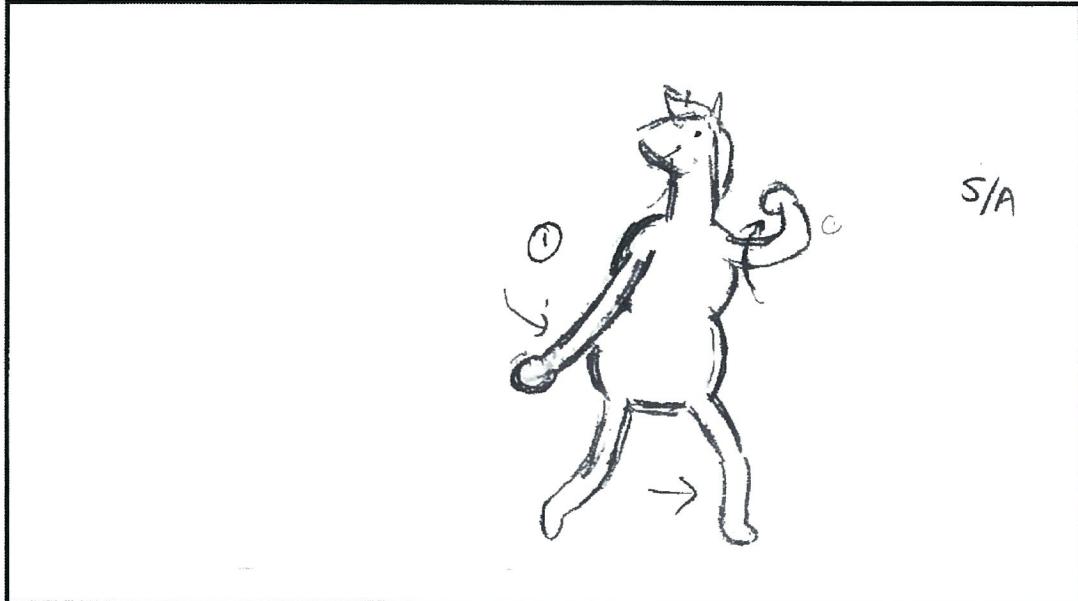


day night

Sc. 156 cont Pnl. D

Bg.

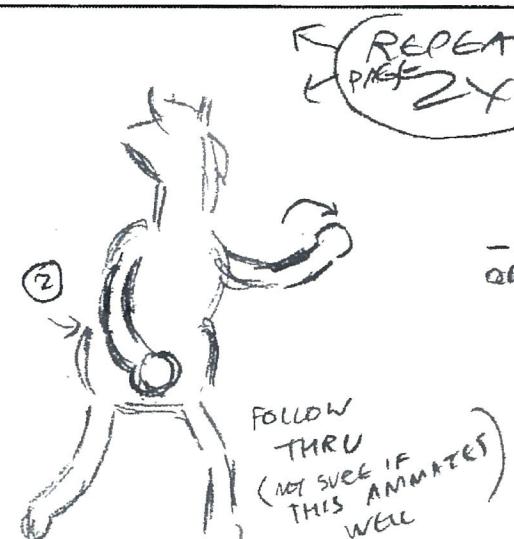
Page 246  
day night



Dialog: (QUICK BEAT)  
JB: Ooo, ooo, oooo

Action: - SIDE STEP  
AND Toss UP LEFT ARM,  
SWING RIGHT ARM

Timing:



REPEAT PAGE 2X

- SAME THING  
OPPOSITE DIRECTION

(QUICK BEAT) (JB) JAMES-BAXTER'

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# ADVENTURE TIME

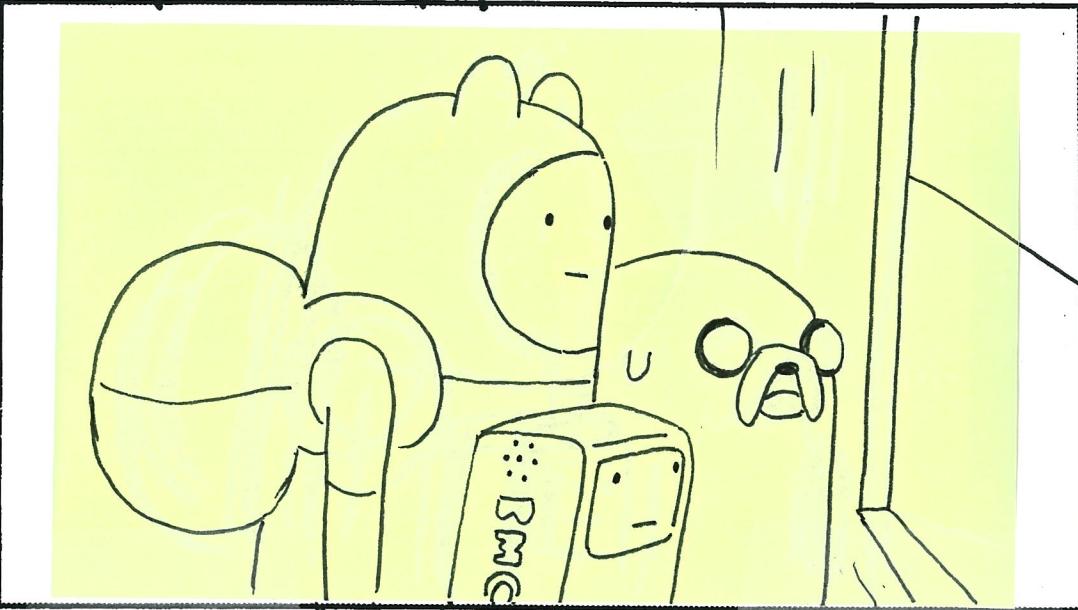
Sc. 157

Pnl. A

Bg.



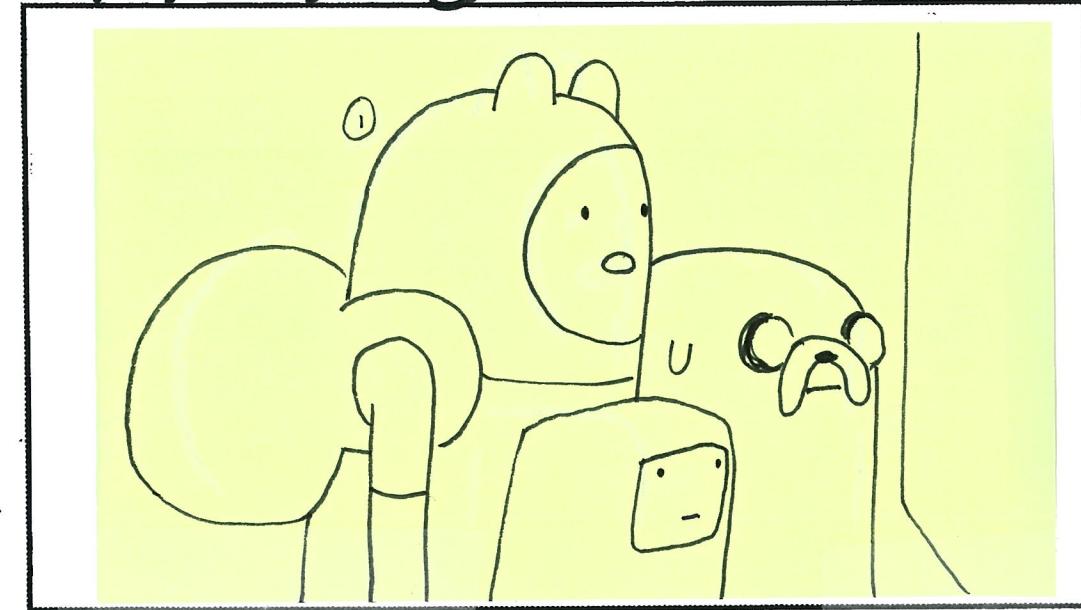
day night



Sc. 157 cont Pnl. B

Bg.

day night



Page

247

Dialog:

①: WHO'S HE DOIN' THAT FOR?

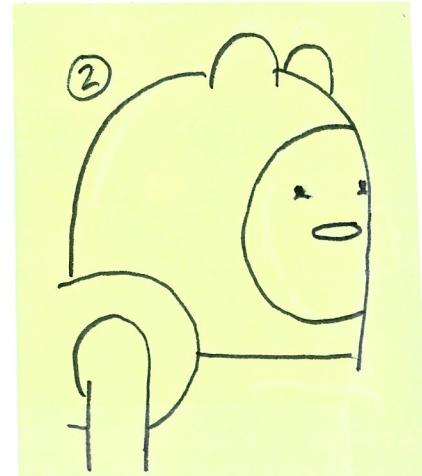
②: I THINK... ①

I THINK HE'S DOIN' IT  
FOR HIMSELF? ②

MAR 03 2016

Action:

Timing:



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EPISODE # 1042-247

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## ADVENTURE TIME

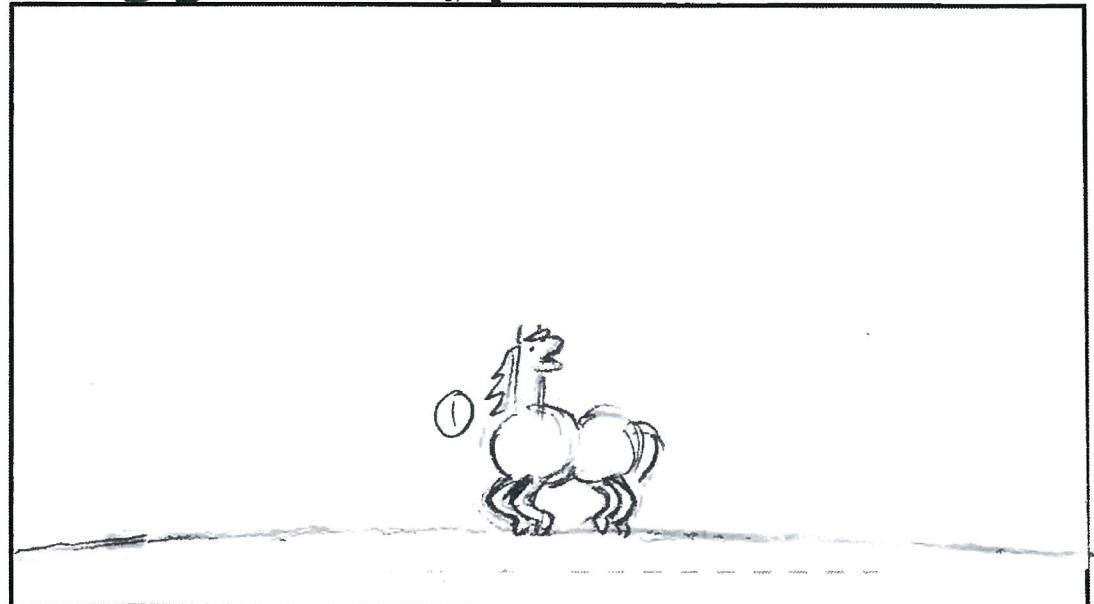
Sc. 158

Pnl. A

Bg.

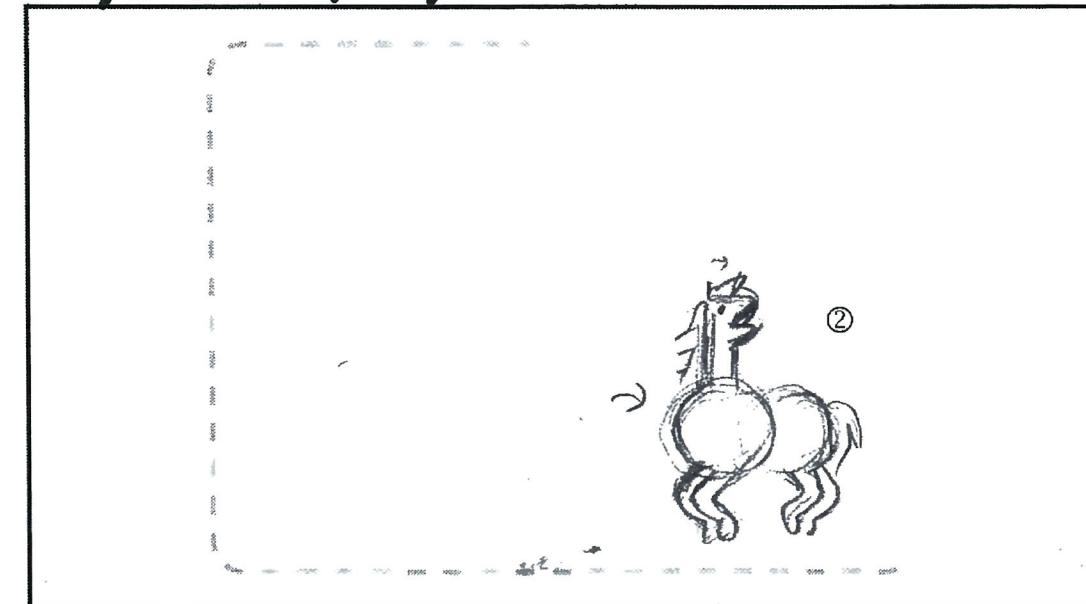


day night



Sc. 158 cont Pnl. B

Bg.

Page 248  
day night

Dialog:  
①B: JA-A-A-AMES  
BAXTERRR~

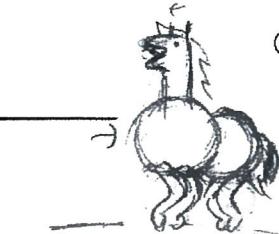
Action: — JB SNUFFLES (OR HOPS)  
SIDeways

Timing:



①B: JA-A-A-AMES  
BAXTERRR~

MAR 03 2016



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EPISODE # 1042-247

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1042 247

# ADVENTURE TIME

Sc. 158 cont. C

Bg.



day night

Sc.

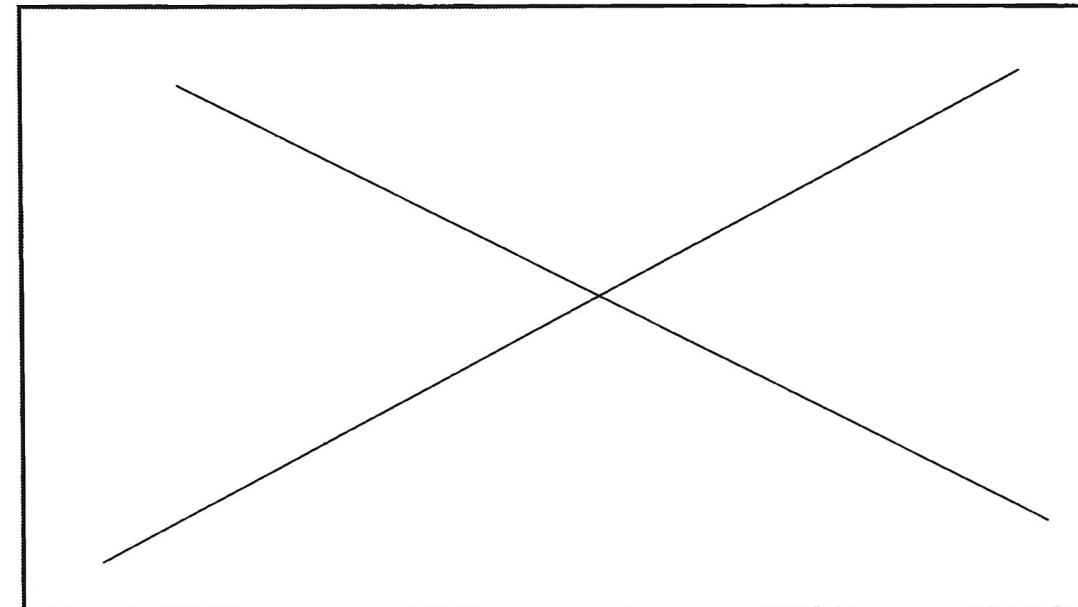
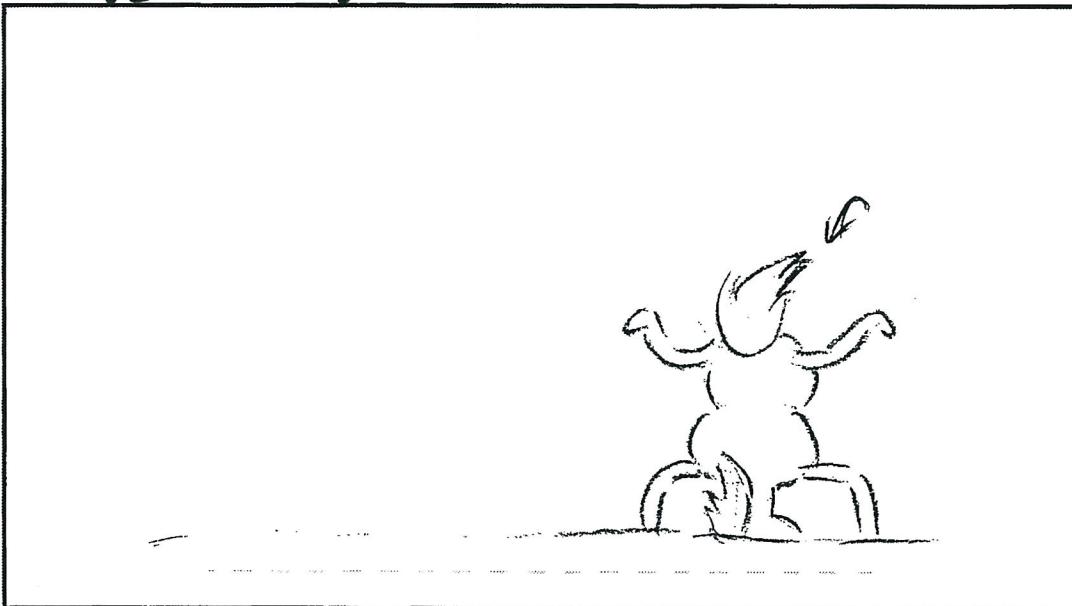
Pnl.

Bg.

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day night



**Dialog:**

(QUICK)  
BLAT - BEAT

**Action:**

MAR 03 2015

**Timing:**

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# ADVENTURE TIME

Sc. 158 cont Pnl. D

Bg.

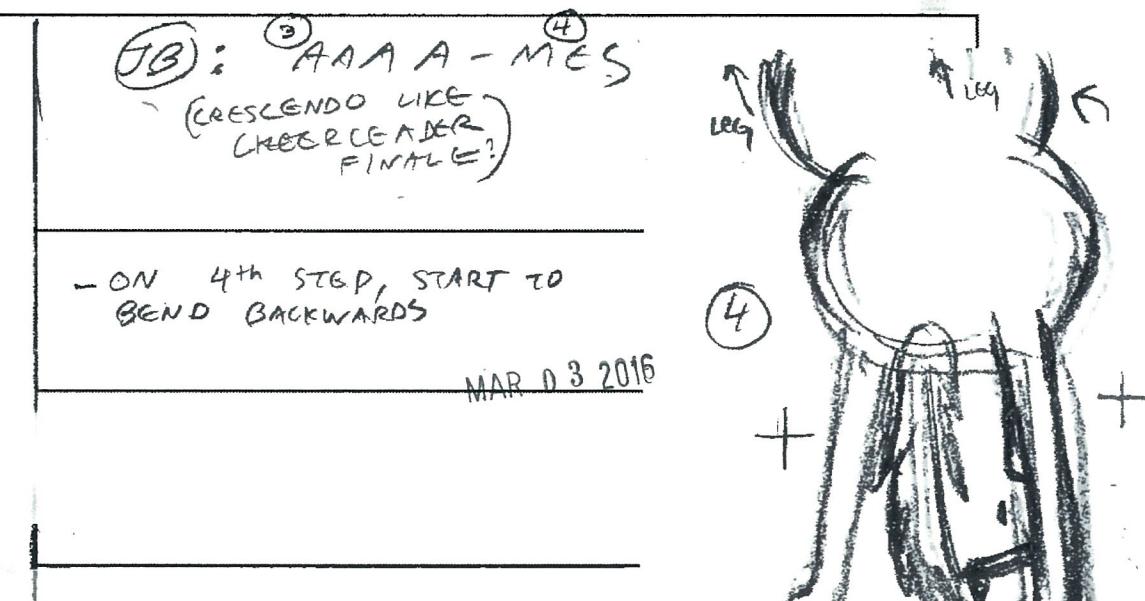
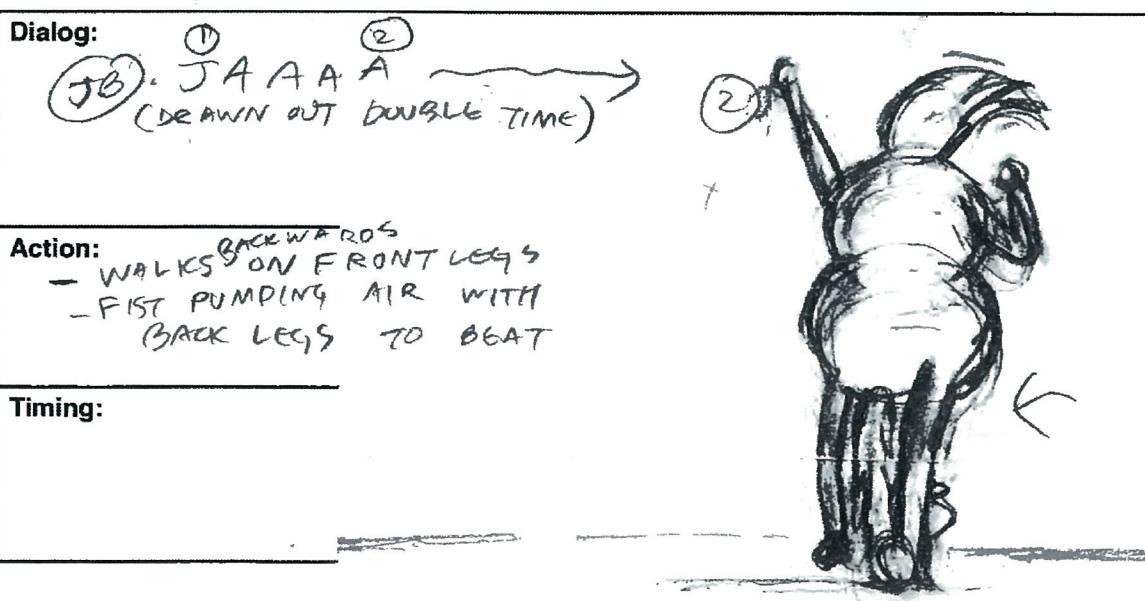
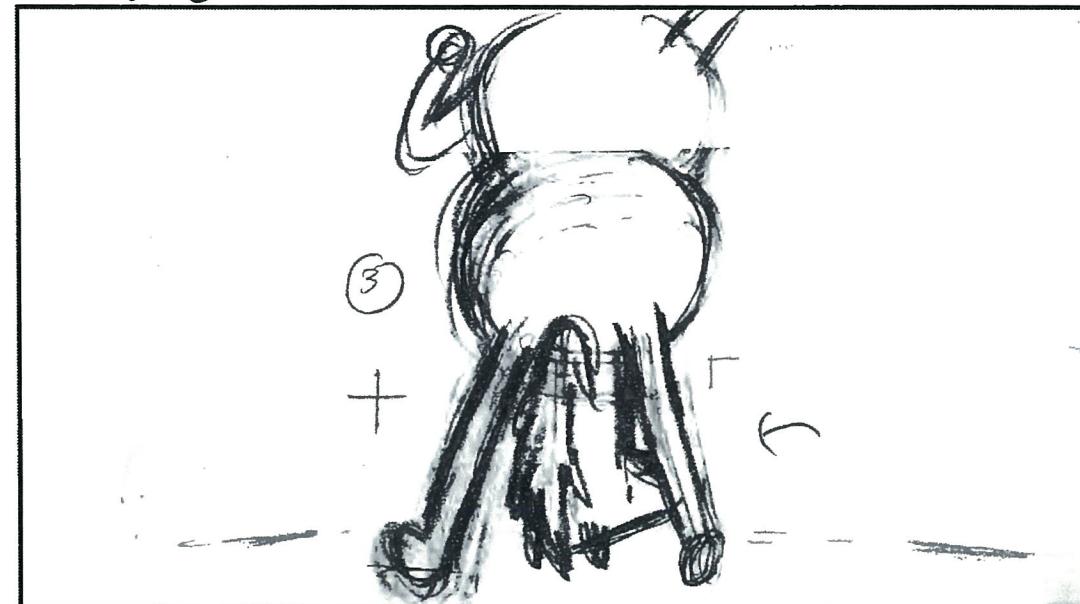
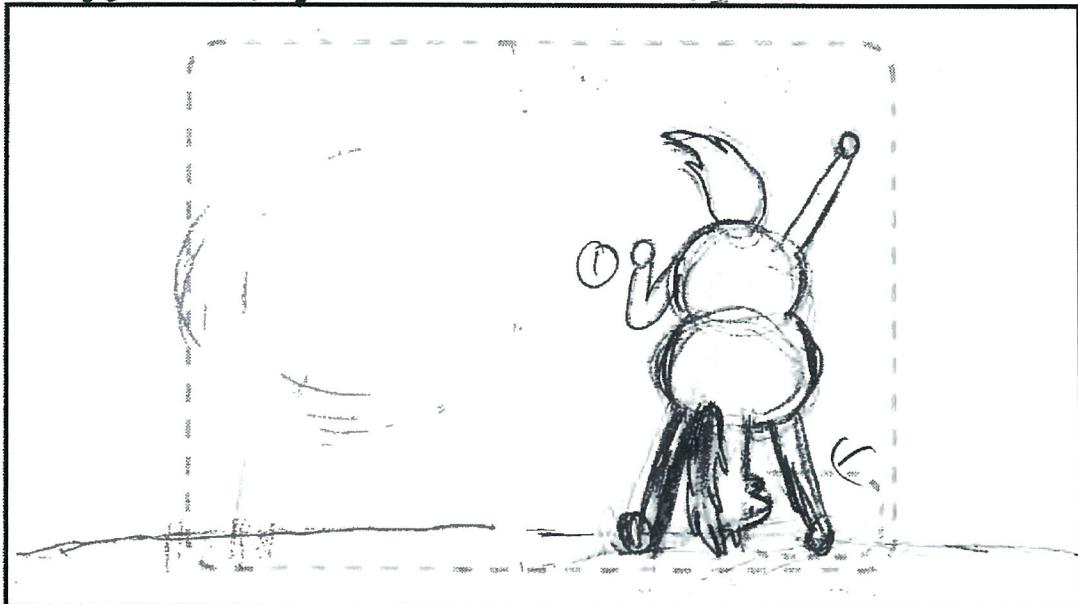


day night

Sc. 158 cont Pnl. E

Bg.

Page 250  
day night



1042 247

EPISODE # 1042-247

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# ADVENTURE TIME



Sc. 158 cast Pnl. F

Bg.

day night Sc.

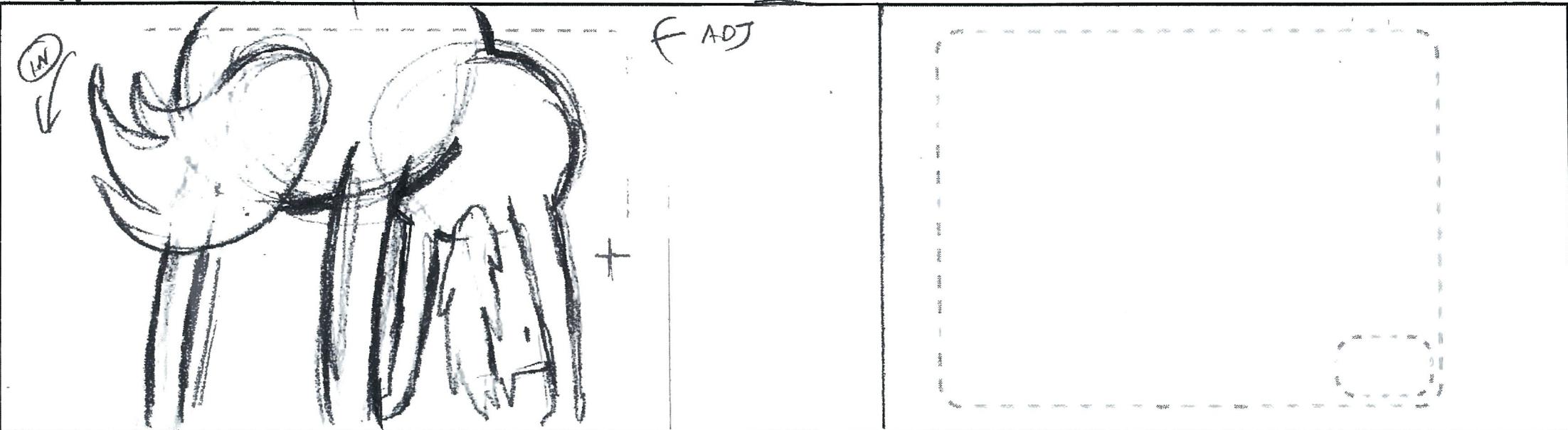
Pnl.

Bg.

Page

251

day night



Dialog:

Action: - BEND BACKWARDS, PLANT - ADJ w/ JB  
HIND LEGS ON GROUND  
(SHOULD HAPPEN QUICK, CONT.  
FROM PREVIOUS POSE WITHOUT  
SKIPPING BEAT)

MAR 03 2016

Timing:

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EPISODE #

Production:

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# ADVENTURE TIME

Sc. 158 cont

Pnl. G

Bg.



day night

Sc.

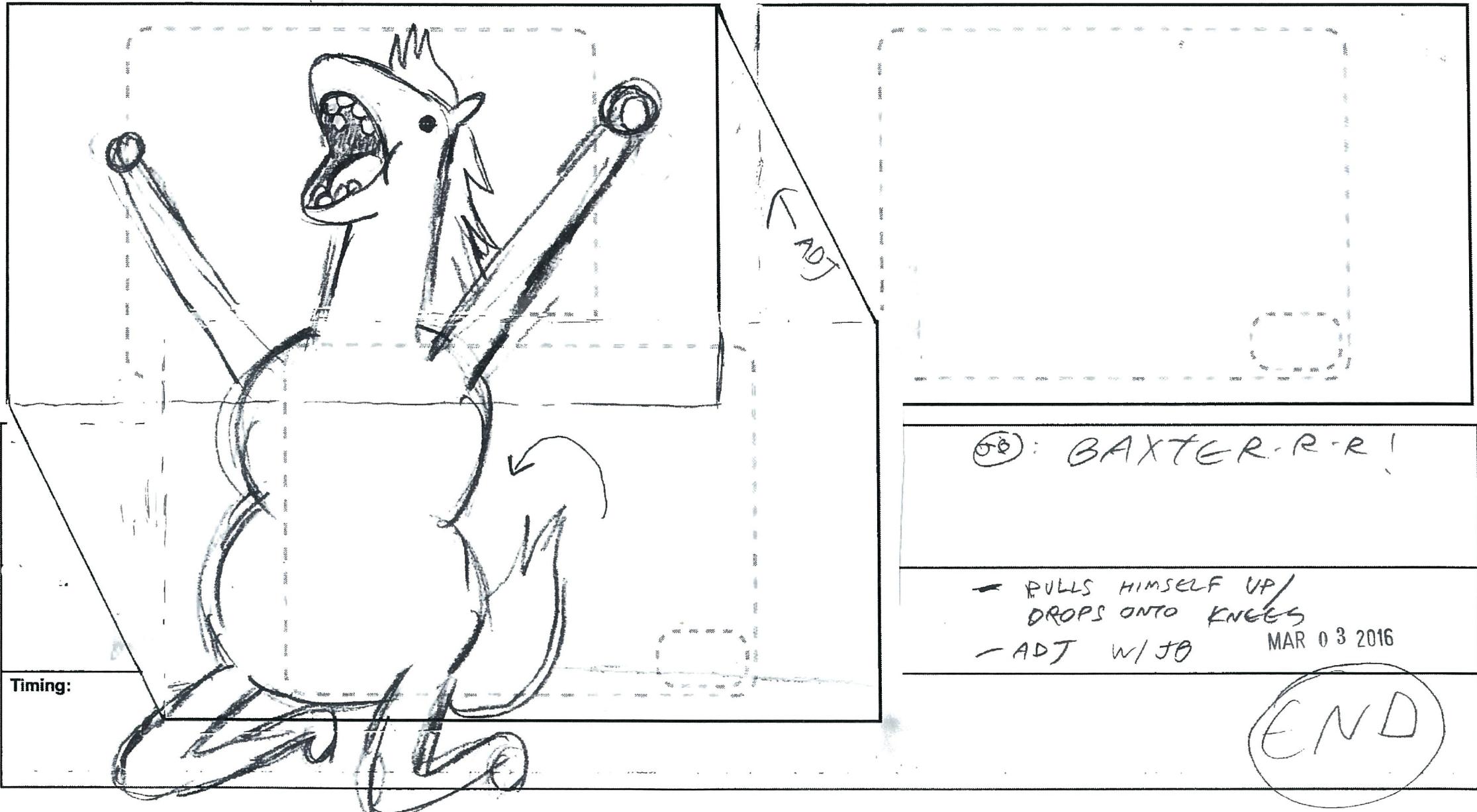
Page

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day night

Pnl.

Bg.



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EPISODE #

Production:

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